

# **Troop 895**

# **Campfire Resource**





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## Tips to a good campfire skit

1. Short – 1 to 3 minutes in length
2. Make sure it is funny to everyone – not just your patrol
3. Rehearse the skit
4. Memorize your lines
5. Speak loudly so everyone can hear – If they can't hear, then why do the skit.
6. Avoid doing a skit everyone has seen before
7. Make sure the skit is in good taste and is not embarrassing to someone. If in doubt, ask the SPL.

## Other Sources of Skits

- <http://www.usscouts.org/macscouter/skits/index.asp>
- Scout Skits by Thomas Mercaldo (available as the scout office)
- More Scout Skits by Thomas Mercaldo (available a the scout office)
- <http://www.boyscouttrail.com/skits.asp>
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# SKITS

## 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."

## Pencils

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

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

Man on street tries to punch Aug, who runs away.

## 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!

## 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 a small amount of water is thrown onto the Batter.

## Bee Sting

1st Scout "OOOOOUCH, OOOOOOH, OOOOOUCH"

2nd Scout "What's the matter with you?"

1st Scout "A bee's stung my thumb!"

2nd Scout "Try putting some cream on it then."

1st Scout "But the bee will be miles away by this time."

## Bell Ringer #1

Props: Coat with football or wadded clothing under it for the Hunchback, hat or nightstick for Gendarme.

Announcer: The Hunchback of Notre Dame has decided to retire, and has placed an ad in the Paris Times for someone to come and learn how to ring the bells.

Effects: (Knock, knock, knock)

Hunchback: (Gravely voice) Oh, somebody must be here about my job. I'll go down and see. (Goes 'round and 'round the campfire, as if going down the bell tower, bent over due to hunch.)

Effects : (Knock, knock, knock)

Hunchback: (Angrily) I'm coming, I'm coming. There's a lot of stairs here. (Arrives at and opens the door.)

Hunchback: Yeah! What do you want?

Applicant: I'm here about the bell ringer's job.

Hunchback: All right ! Come on up and I'll see if you can do the job. (Begins to go up (the other way around) followed by the applicant.)

Applicant: Boy, the ceiling is not very high here, is it ?

Hunchback: Listen, you go up and down these stairs 20 times a day for 45 years and you just learn to stay bent over. Hey, did you close that door, didn't you ?

Applicant: I don't know. I don't remember.

Hunchback: Well, we gotta go down and keep it locked, can't run up the church's fuel bill. (Both turn around and go back.)

Hunchback: That's the first thing you gotta learn. Keep the door closed. Up and down these stairs, that's the hard part. (Arriving at door) O.K., so now you're here, close the door.

Applicant: (Closes door) How are the benefits in this job ?

Hunchback: (Both going back up) Well, it has 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 !

## **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 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 Blanket Tossing Team

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

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

Tom 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, Tom?" pause "Audience, you are in luck! Tom 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, "Tom! Quick team!" The blanket tossing team runs back on stage, positions themselves this way and that, and catches Tom. "Let's have a big hand for Tom!"

## **The Briefcase**

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

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

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

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

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

3. This time, person two places the hands of the story teller in front of him, and puts his case on them.

"I rest my case" (This one works best when the story teller doesn't know about it).

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

## **The Bubble Gum on the Street**

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

Setting: City Street

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

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

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

## **C.P.R.**

The first Scout comes out walking around, he suddenly grabs his chest and falls to the ground. Two other scouts come in talking about just completing their first aid merit badge and find the scout on the ground. They rush to his aid and begin C.P.R.. Adjust head, listen, feel for pulse and then begin (fake) compressions. The other scout counts. After about 3 sets, the other scout yells "switch". Suddenly the scout on the ground gets up, one of the two scouts lies down, and they begin again to administer C.P.R.

## **Camp Coffee Sketch**

Props: A large cooking pot and mugs for actors

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

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

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

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

## 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.

## 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 hill top.

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!"

## 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., L.C.B. Have four chairs and a stand for magazines or books. In walks a fellow (a) with an itch which 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 others' 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.

## Scout Socks

Characters: Scout leader, 3 Scouts

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

Scout 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.

Scout leader: What do you need 4 pair for?

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

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

Scout#2: I need seven pair.

Scout leader: What do you need seven pair for?

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

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

Scout#3: I need 12 pairs.

Scout 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.

## 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!

## 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!

## 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 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 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 starbase. 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 business man, 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 side wall. 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 which they throw over the sheet. The machine then makes noises, and the larger object is tossed back. Each time, the Professor exclaims about the value and capability of the machine.

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

### **Variation**

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

## **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.

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

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

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

Cub 4: Walrus eyes? Are you sure?

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

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

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

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

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

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

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

Cub 4: Oh yeah, go ahead.

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

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

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

Cub 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.

-- Thanks to Bob Jenkins

## The Fire

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

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

-- Thanks to Scouting (UK) magazine

## 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.

*Best skit and Best con at summer camp.--*

-- Thanks to Merl Whitebook, Troop 1, Tulsa, Okla.

## The Firing Squad

A firing squad lines up with a prisoner. The leader of the firing squad calls out "Ready ... Aim ..." The prisoner shouts, "Tornado!" The soldiers all run for cover and the prisoner escapes. A Second prisoner is brought out, the leader calls out "Ready ... Aim ..>" and the prisoner shouts, "Landslide!", the firing squad runs for cover and the prisoner escapes again. Repeat this for other natural disasters. The last prisoner is brought out and having seen the other prisoners escape decides to do the same thing except he yells "Fire" and the firing squad does.

### Version 2:

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

Cast: Rifle squad, Commander, Person to be executed

Setting: Jail

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

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

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

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

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

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

FIRE! It fits!

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

## Fish 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 Cub 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?"

## Flying High

Boys on a flight to Germany or other destination. They act up and really give the stewardess or steward (Scout 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."

## 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.)

## 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!"

## 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 Skit

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.

## 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!

## **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.

## **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 !!!

## **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!

## The Highest Tree climber in the World

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

Cast: 2 Friends, HTCITW

Setting: Campfire

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

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

2: Call out and see!

1: Hey! Tree Climber! You around here?

Climber: Yep!

1: You practicing?

Climber: Yep!

1: How high are you?

Climber: Oh, not high. About 100 feet.

1: Wow! Can you go higher?

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

1: Fantastic! Can you go higher?

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

1: Neato! Can you go higher?

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

1: Great! Can you go higher?

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

1: Gee! I'm amazed!

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

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

## 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?

## Igor

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

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

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

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

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

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

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

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

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

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

## The Important 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!

## 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 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 lonnnnnnng 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.

## **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."

## **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!"

## **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!

## 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!"

## 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.)

## **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 pocketknife."

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."

## **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.

## **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.!"

## **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.

## 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.

## 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, 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!"

## Norbert

Norbert 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 Norbert's demonstration is appreciated up close. The skit is best if not rehearsed.

### Preparation

Norbert is two people. One is seen by the audience 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 Norbert's hands. The visible Norbert 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 Norbert is seated behind a table. The table is draped with a blanket or sheet so that the audience cannot see behind it.

Norbert 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. Norbert 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.

Norbert 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.

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

## **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.)

## 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 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.

## 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)

## 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!

## Pickin' Cotton

A guy is standing in the middle of the ring. Someone wanders in, stage left, carrying a boombox.

"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.

## 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, your 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!)"

## The Pilfered Warehouse

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!

## 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.

## **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.) AHHHHHHHHH!

## **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."

## 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 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?"

## 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 "Ahhhhhhhhh.... 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.

## 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."

## 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.

## 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?"

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## 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.

## **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."

## **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!"

## **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."

## **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!"

## **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 ie. 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 really 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 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 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."

## 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."

## 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 window viper. I've come to vipe your windows. Where 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?

## 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!

## 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.

## 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.

## **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!

## **49...49...49**

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!

# 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?

Litigant: 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!

### Version 2:

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

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

1. Person 2 walks on with a briefcase. First person asks him what he's doing. Reply: "I'm taking by case to court". Walks off.
2. Enters again with a step ladder. Same as before, this time replying: "I'm taking my case to a higher court"
3. This time, person two places the hands of the story teller in front of him, and puts his case on them. "I rest my case" (This one works best when the story teller doesn't know about it).
4. 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."]
5. Entry with a banana and case: "What are you doing with that banana?" "I am appealing my case!"
6. 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!"
7. Person enters, case open and inverted. MC asks, "Now what are you doing?" Person replies, "My case got overturned."

## **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!"

## The Ruler

Mike: Why do you keep the ruler on the newspaper when you're reading?

Spike: I want to get the story straight!

## 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!"

## 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"

## Bee Sting

1st scout: "OOOOOUCH , OOOOOH , OOOUCH."

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."