

## Design: Skits

1 hour

Outcomes: 1 leader will be introduced to skits

2 leaders will perform skits

3 leaders will be made aware of skit resources

Time	Content/Topic	Method/Process	Resources/Materials/Equipment
	Startup activity Introductions Housekeeping	Participants will place tiny stickers on a map of the council indicating where they are from. introduce trainer	sign in/ pencils.pens name tags markers stickers map
	Objectives	lecturette skit handouts at end of session	objective list
	Skits  <b>Note: review skits for content/suitability, some BS skits not recommended for GS.</b> (Hold handout of skits until groups finish skits so no one looks ahead.)	lecturette What: mini plays, frequently with out sense; funny When: frequently done at camp outs Where: any where there is room Who: any girl willing to participate; shy girls should not be forced to join in. Care needs to be taken if the skit requires someone to be the butt of the joke. How: chose by volunteers or patrols; let the girls pick or makeup their own skit; older girls can teach skits to younger girls. skits need not require props. resources: Council library, internet web sites	MacScouter's Big Book Of Skits
	Present skits/run on	trainer does run on skit read skits (not being used for training)	run on skit
	activity	divide group into two or more groups hand out skit cards allow groups to learn skit groups perform skits for one another	skit cards props if needed
	Reactions	group discussion	
	close	Skits provide a great group activity for fun and entertainment	handouts evaluations sign cards

## **SKITS**

J = skits used in training

[www.macscouter.com](http://www.macscouter.com)

<http://www.isd.net/stobin/campfire/skits2.html>

<http://www.creighton.edu/%7Ebsteph/pack114/library/skits.html>

<http://www.best.com/~michaele/Skits/PWSkits.html>

<http://www.melborponsti.com/scouts/skits/skitbook.htm> Jim Speirs' Scouting Page

**Paper Bag Skits** place three items in a paper bag and give each group a bag. They have to use all three of the items in their skit/story.

### **Alexander's Rag Time Band**

**PROPS:** Coloured strips of cloth for each participant, spears and shields if desired.

**ANNO:** In this skit, ALEXANDER THE GREAT has called all his officers together to plan the next days battle when they will make the big attack on Russia.

**ALEX:** Now men, the key to tomorrow's attack will be coordination. Each of you Generals will need to have your men begin the attack at the same moment.

**GENERAL #1:** How can we do that great leader? We will be so far apart we can't see each other and clocks haven't been invented yet?

**ALEX:** [very wisely] I've commanded my chief scientist to solve the problem. It was either do it or loose his head. Mortimer, get in here, now!

**MORTIMER:** [bumbling in] I'm here master! I've done it, I've done it! I've invented TIME! Here, everybody [passes out cloths] tie this red rag around your wrist. I've dipped it in a new miracle chemical I invented in my tent. When it's time to start the battle they will all turn blue. Alexander and Generals tie band on wrist]

**ALEX:** That's wonderful Mortimer. What do you call your new invention?

**MORTIMER:** Oh, ALEXANDER'S RAG TIME BAND!

### **Bad Breath**

One blanket-covered player is the terrible dragon with the terrible breath. Plant three or four "volunteers" in the audience who come up, one by one, to say hello to the dragon. Each time the dragon replies, "Hello!", the "volunteer" falls over dead (lots of scope for hams, here). Then, ask for a real volunteer to say hello to the dragon. When he says, "Hello, Dragon", the dragon falls over dead.

### **J Camp Coffee Sketch**

You need a large dixie or billy [a large pot that's kept on the fire for coffee, tea, etc.] in the center of the stage and four scouts.

In England we have nesting sets of aluminium cooking pots with a steel wire handle. They look like a small straight sided bucket or paint pot. These are called Billys or Billycans. We also

have larger cast iron or steel cooking pots usually oval in shape. Most of these are army surplus and are known as Dixies.

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

4th Scout (Walks to billy, 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!"

### **Camp Conference**

Six or eight weary-looking campers enter the campfire circle, silently circle the campfire once, and sit in a ring around the fire. After a pause, the first camper sighs and says "What a day!" There's another pause for deliberation before the second camper sighs and says, "What a day!", and yet another before the third repeats, and so on around the circle until they reach the last camper. He sighs and says, "Yes sirree!" (or "You betcha", or something similar).

After a long silence, the first camper says in disgust, "If you can't stick to the subject, I'm getting out of here!" Then he rises and leaves the campfire, followed by all the others.

### **J Dinner Special**

Characters: two customers, waiter. Let actors develop actions and dialogue from the situation  
Props: table with tablecloth, candles, menus, etc. Most important - a storybook

Two customers enter a fancy seafood restaurant, study menus, etc. Waiter strives to take orders. One customer orders shrimp. The second says, "I'd like a lobster tail, please. "

Waiter says appropriate things, goes away, returns with storybook, sits down near customer two but facing audience, and begins reading: "Once upon a time there was a little lobster...."

### **Echo #1 (Baloney)**

(Before the skit begins, one player hides a few feet into the woods behind the campfire circle, and plays the part of the ECHO.)

[PETER AND TIM enter]

PETER: Here we are, Tim, at the famous Echo Mountain. Why don't you give it a try?

TIM: Sure, might as well. [raises his voice] Hello!

ECHO: Helloooo.

PETER: That's fantastic! I'm gonna try it. [raises voice] Hi there.

ECHO: Hi there ....

[ROBIN and GARRY enter]

ROBIN: Hi, what are you guys up to?

TIM: We're trying out famous echo mountain. Shout something and hear it come back.

GARRY: OK, here I go. [raises voice] Baloney.

[Pause, waiting for ECHO, which does not come back]

ROBIN: Hmmm, it's not working. Let me try. [raises voice] Scouter John's a great guy!

ECHO: Baloney! [All exit quickly]

### **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"

### **I'm a Rabbit**

Scout 1: Ask me if I'm a rabbit.

Scout 2: Okay Are you a rabbit?

Scout 1: Yes. Now ask me if I'm a beaver.

Scout 2: Are you a beaver?

Scout 1: No, silly. I already told you I was a rabbit!

### **The King's Message**

PROPS: Chair, blanket for cape, tinfoil crown, notepaper, tins in a big pot.

KING: Listen carefully everyone! The palace is surrounded by that awful gang, the Yellow Fingers. I must get a message through to my friend, the King of Sardinia. Sir Lancelot, take this message [hands note] and go as fast as you can.

LANCELOT: Yes, your Majesty. [exits]

FX: [offstage Lancelot yells and groans, while tins are banged about to simulate battle]

LANCELOT: [enters limping] They're terrible your Majesty. I could not fight my way through!

KING: Off to the hospital with you. Sir Ramsbottom, take this message and go forth.

RAMSBOTTOM: I'll do my best your Kingship. [exits]

FX: [offstage Ramsbottom yells and groans, while tins are banged about to simulate battle]

RAMSBOTTOM: [enters, bad limp, arm hanging loose] I fought like a wild man your Kingship, but it is no use.

KING: Go and join Lancelot in the hospital. Sir Farthingsworth, it is your turn. The Kingdom depends on you!

FARTHINGSWORTH: Yes my Liege. I'll get the message through!

FX: [as before]

FARTHINGSWORTH: [crawling in] There is no hope my Liege.

KING: Off you go to join the others. Pages, come here! You have seen how terrible this gang is, but I have no choice. You must take the message.

PAGES: [in unison] Gladly your Majesty. [exit skipping]

KING: [pacing around campfire] Probably all is lost. They have been gone a long time now, but I heard no sounds of battle. They probably killed the little fellows off just like that. [snaps fingers]

PAGES: [enter skipping] There you are your Majesty, a message from the King of Sardinia.

KING: You've done it! You've done it! However did you manage?

PAGES: [breaking into song] Let your Pages do the walking though the Yellow Fingers.

### **Lawnmower**

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

OWNER: [yanking imaginary rope, while mower splutters]

This darned old mower, I can't get it going. I need some help. [gets help from another team member]

1ST HELPER: So, you just want me to yank on this rope, and get it started, easy! [yanking rope]

MOWER: [splutters, bobs up and down]

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

OWNER: Yes, I have. Thanks anyway. Well, let's see who else has a strong arm. [selects another team member] What I need you to do is give a real good yank on the starting rope and make it run.

2ND HELPER: Sure thing. [yanks rope a couple of times]

MOWER: [bobs up and down, splutters, coughs]

2ND HELPER: Sorry, I can't do it either.

OWNER: What I need is someone big and strong. [selects Leader] (Leader will probably make some comments to throw you, but let him talk and get him to pull the rope.)

MOWER: [splutters, coughs, starts to vibrate and run]

OWNER: There, all it needed was a good jerk.

### **Leaders at Camp**

PROPS: Low table, sleeping bag, small shoes, mirror, and other items as called for by the script.

The fascinating thing about this skit is that everything appears miniature to the audience. The humorous aspects come from the actions, and the fact that you are poking fun at your Scouters.

The skit is staged like the picture. The two boys portraying the Scouters kneel behind the low table, which is covered by the sleeping bag to hide their legs. They place their arms across the table and put the small shoes on their hands.

During the skit they wiggle these "feet" to emphasize some of the happenings (like a cold washcloth on the face). Two more boys laying on a second table, heads hidden behind the chests of the first two, become the arms of the "Scouters". The scripting is designed to make the most of these arms (which are not coordinated with the minds of the bodies they serve.)

The concept is that Scouters Rick and Frazer have just been awakened (late?) at camp by a Scout who tells them they will miss breakfast if they don't get a move on. The 'hands' find a wash cloth and cold water and begin to wash a face, then pass both items from Scouter Rick to Scouter Frazer. Next you might use a mirror and comb hair, brush teeth, put on a hat and neckerchief. This is all done with appropriate comments and passing of items. Finally, the Scout returns to inform the leaders that they have been so slow that there's no breakfast left except cold toast, which is passed over to the 'hands', which in turn 'feed' Scouter Rick. The curtain comes down when Scouter Frazer calls out to everybody to get ready for Inspection.

You can tie your wording in to a recent camp, and devise your own lines, BUT, do remember to be clean, fair, and funny, and last of all, remember that you also have to face your Scouters after the skit.

**Leaving** thanks to Brenda Beckett, Owen Sound, Ont

1st Player walks across the area scattering handfuls of leaves he takes from a big bag.

2<sup>nd</sup> Player approaches and asks, "What are you doing?"

1st Player: I'm leaving!

### **Brushing Your Teeth**

Each girl has a toothbrush and the last girl has an empty glass and a little bit of water in her mouth and a toothbrush.

The first take a sip of water and pretends to brush her teeth – she turns to the next girl and pretends to spit the water in her ear. That girl then pretends to brush her teeth and then turns to the next girl and pretends to spit the water until the last girl does her teeth and spits the water into the empty glass.

### **Is it Time yet**

The other one that is simple is to have the girls stand in line with their legs crossed over the same way. The first one says is it time to the girl next to her and it goes down the line. The last one says not yet. That goes back to the beginning. The first girl asks a couple of times. Then on about the 4th time she says its time and when it gets to the first girl she says its time and they all change over legs.

### **The "Viper" is coming!**

Cast: A window wiper, the boss, secretaries, assistants, etc.

The boss is relaxing with his feet on his desk when his secretary rushes in excitedly. "I just had a phone call. The Viper is coming!"

The boss is upset: "Oh, no! The VIPER is coming!"

Another person rushes in: "Have you heard? The VIPER is coming!"

One after another all rush in with the terrifying news that "The Viper" is coming. Everyone is in a state of panic, gathered together discussing the "viper". A person in blue jeans with a cloth

hanging out of his back pocket, carrying a squeegee and sponge, enters and announces "I'm the window viper. I've come to vipe your vindow. Vere do I start?"

### **The Elevator**

Cast: Elevator operator, any number of passengers

An elevator operator intones "Ground Floor" and pens the door.

A passenger gets on and begins to jiggle slightly (imitate someone who has to go to the bathroom) as the elevator rises.

The elevator operator announces each floor: "First Floor, Women's Lingerie." She opens the door and another passenger gets on and begins to jiggle too.

Continue up through as many floors as you need to get your whole group on (or have them all get on at the first floor.)

The elevator operator stops on each floor and announces the floor: "Second Floor, Men's Clothing"; "Third Floor, Children's Apparel"; Eighth Floor, Kitchenware".

With each floor the riders jiggle more and more.

The elevator stops. The operator calls, "Top Floor, Last Stop."

Everyone starts to jiggle like mad. "Bathrooms . . .!"

Everyone rushes off the elevator and races offstage toward the bathrooms.

The elevator operator shakes her head in disbelief.

Suddenly she looks funny and she, too, begins to jiggle.

The operator shouts, "Me, too!" and rushes off after them.

### **The Important Meeting**

From: Marguerite Gibson

Cast: News reporter, members in a meeting

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 adds 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 bubbub 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 respond: "Agreed".

### **The Wide-Mouthed Frog**

Case: Wide-Mouth Frog, a Giant Bullfrog, wasp, and other creatures.

The Wide-Mouthed Frog hops on stage grinning broadly.

The frog must keep its mouth in this wide grin until the end of the skit.

A wasp encounters the Wide-Mouthed Frog.

The frog says: "Hello, who are you?"

The wasp replies: "I'm a little wasp."

Frog: "Well, I'm a WIDE-MOUTHED FROG! I eat little wasps."

Wasp: "Then good-bye, Wide-Mouthed Frog." The wasp leaves hurriedly.

One by one other creatures come on-stage and carry on the same conversation. You can use flies, grasshoppers, any insect or small creature that is easy to mime.

Finally, a giant bullfrog hops intimidatingly on stage.

The Wide-Mouth Frog spies him and says "Hello. Who are you?"

Bullfrog: "I'm the Giant Bullfrog. Who are YOU?"

Frog: "I'm the WIDE-MOUTHED FROG, I . . ."

The bullfrog interrupts. "Wonderful! I EAT wide-mouthed frogs for LUNCH!"

The Wide-Mouthed Frog suddenly purses lips into a very tiny circle and says "Oo!"

He turns and hops off stage muttering to the audience with tiny pursed lips, "He eats wide-mouthed frogs for lunch . . . .Ooo . . .!"

### **The Frogs Go Whee!**

Cast: Little frogs, a frog leader.

A frog leader is directing a frog chorus. They can be singing any song you all know -- just sing it in "ribbits." One by one the little frogs come up and tug on the frog leader saying, "I wanna go WEE! I wanna go WEE!" The frog leader whispers, "Not NOW!" and sends each back to its place in the chorus. Repeat this until each little frog has asked to go "wee" and the leader is at wits' end trying to hold the chorus together.

At last the leader gives up. "ALL RIGHT. You can all go wee now!" As the leader turns away, the little frogs all jump into the air together and yell "WHEEEEEEE!"

### **"Shut Up" and Her Dog "Trouble"**

Cast: "Shut Up," her dog "Trouble," teachers, school secretary, vice-principal, principal.

Shut Up skips on-stage with her dog Trouble. She introduces herself to the audience: "Hi, my name is Shut Up. Don't laugh. That's really my name. And this is my dog. Her name is Trouble."

While Shut Up is talking, Trouble runs off. Shut Up calls Trouble but can't get her to return. She is upset about losing Trouble but has to go to school. She tells the audience that today is her first day at the new school.

At school the teacher asks what her name is. She answers "Shut Up."

The teacher keeps asking and gets the same answer, so she sends Shut Up to the principal's office. The secretary asks her name and is told, "Shut Up".

The vice-principal is called. You can add more teachers or vice-principals if you want.

At last the principal comes and demands, "What is your name young lady?"

Shut Up - "Shut Up"

Vice-principal - "Shut Up is it? Are you looking for TROUBLE?"

Shut Up - "I sure am! Have you seen her?"

### **J.C. Penney**

Cast: Person on the street, Passers-by, J.C. Penney

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. Penney" and walks off.

A Third 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. Penney" and walks off.

A Fourth Scout walks up. The First Scout says "That's a nice shirt. Where did you get it?"

The Fourth Scout says, "J.C. Penney" and walks off.

Repeat as needed with different articles of outer clothing.

The last Scout walks up wearing only a towel/blanket. The First Scout says, "Who are you?"

The last Scout says "I'm J.C. Penney!"

### **IS IT TIME YET ?**

Cast: Person with a watch, Any number of people

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

First Scout asks the scout on the left in line: "Is it time yet?"

Second scout asks the scout on the left "Is it time yet?", continues until the last scout has been asked.

Last Scout, looks at watch, replies "NO" and this is passed back up the line one scout at a time.

After a lonnnnnng silent pause, the First Scout asks the scout on the left in line "Is it time yet?"

Second scout asks the scout on the left "Is it time yet?", continues until the last scout has been asked.

Last Scout, looks at watch, replies "NO" and this is passed back up the line one scout at a time.

Another lonnnnnng silent pause, First Scout asks the scout on the left in line: "Is it time yet?"

Second scout asks the scout on the left "Is it time yet?", continues until the last scout has been asked.

Last Scout, looks at watch, replies "NO" and this is passed back up the line one scout at a time.

After another silent pause, First Scout asks the scout on the left in line: "Is it time yet?"

Second scout asks the scout on the left "Is it time yet?", continues until the last scout has been asked.

Last Scout, looks at watch, replies "YES" and this is passed back up the line one scout at a time.

Just after the first Scout gets the word, they all change to right foot over left and left arm over right.

(Can also be done with a row of Scouts sitting with legs crossed in the same direction, on YES they cross their legs in the other direction.)

### **Nature Girl**

Our Juniors have a favorite, I hope I can explain it in text because it involves quite a bit of 'attitude'!!

The scene is played over a number of times in different ways. The basic sketch is an acting set with a director. The players are:

The director

Set Assistant (the person who announces the 'take' and raps the 'thingy' (!! ???!!))

The Nature Girl

The mom

The doctor

The ambulance (made up of around 4 girls)

The camera person

Nature girl in center of stage, Director to the side. Set Assistant enters.

SET ASSISTANT: "Nature Girl, scene one, take one" (exits)

DIRECTOR: "Action"

NATURE GIRL: " Hi, my name is Susie, I love nature, I love everything about it! I love the trees, I love the sky, I love the flowers, I love that snake....Oh it bit me.." falls to ground.

MOM: (enters) "Oh no! My daughters been bit by a snake! Doctor, Doctor!!"

Doctor enters flanked by four girls, two in front and two behind carrying flashlights. They twirl flashlights over their heads and say "Woo, Woo, Woo Woo".(like a siren) When they reach the fallen Nature Girl, the doctor leaves the 'ambulance' and joins mom at daughters side.

DOCTOR: "What seems to be the problem?"

MOM : "My daughters been bit by a snake"

DOCTOR: "I'm afraid it's dead"

MOM: "Not the snake my daughter!"

DIRECTOR: "Cut, Cut, It needs to be happier. Let's try it again"

CAMERA PERSON: "Director, Director....."

DIRECTOR: "Not now, not now.. "

They play the whole scene again from the top. The Assistant snaps the frame and announces 'Scene one, take two". Only this time it is played overly happy!! They belly laugh through all the lines. Even when the mom calls for the doctor, and the doctor says 'It's Dead" (this plays very funny).

Again the director says 'Cut' and this time it's too happy and they need to 'tone it down'. This time the scene is played again (scene one, take three) very somber and monotone, with no feeling or express, (this is a riot!!). The assistant again runs up crying "Director, director..." , but the director says 'Not now."

At the end of this scene the Director says "Let's try something different, let's try 'Valley Girl style"! This time through (scene one, take four) all the players say 'Like' in front of everything they say. As an example:

Like, my name is Susie, I , like, love nature.etc.

Like , oh, like, it bit me!

Like, I'm afraid it's, like, dead.

Like, what seems to be the problem?"

The really big joke is when the amulance arrives saying, "Like woo, Like woo, Like woo!!"

At the end of this version, when the camera person runs up saying, "Director, director.", the director finally says "What?" and the camera person replies. "There's no film in the camera!"

## J Brains For Sale Michael Peetz

Equipment None

Action:

Scout 1 (yelling)"Brains for Sale" "Brains For Sale"

Scout 2 - What kinds do you have?

Scout 1 - Well, This one is \$100. It is the brain of a doctor.

Scout 2 - That's not good enough. What else do you have?

Scout 1 - Well, this one is \$250. It is the brain of Albert Einstein, the great scientist.

Scout 2- That is neat. You have anymore??

Scout 1 - Yeah, This one is for \$1 million dollars.

Scout 2 - Wow, Why so expensive.

Scout 1 - It is the brain of a Troop Leader. It never has been used.

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

Equipment NONE

Preparation at least 3 scouts , day hike supplies are a nice touch

Action: 3 or more boys are hiking, first boy grabs chest and says he is having a heart attack, then fall down face up. the rest of the scouts decide to do c.p.r., with one scout doing compressions and the other doing breathing. after about 10 seconds the scout doing compressions yells switch, and after about 10 seconds the scout now doing the compressions yells switch. the scout on the ground (patient}jumps up, the scout doing the breathing lays down and they continue working.....

### **Big Jerk**

Equipment people

Action You need one person to act like a lawn mower that will not start so you get about 3 people to try it 2 times each it still will not start so you call on some body from the audience to copme down and try it he does and it starts fine then some body says thanks all it takes is just a big jerk.

### **Alibaba**

Equipment none

Preparation two boys that can do Middle Eastern accent

Action:ALIBABA (standing tall and strong)

SERVANT (approaches excitedly): Alibaba, Alibaba, how can I become as tall and strong as you are?

ALIBABA (rubbing chin): Hmmm, let me think...OK..go rub oil over your entire body every day for two weeks.

SERVANT: OK (walks off stage)

SERVANT (walks on stage crouched down bending knees): Alibaba, Alibaba..it didn't work...now I'm even shorter.

ALIBABA: Hmmm....let me think...go rub oil over your entire body for four weeks.

SERVANT: OK (walks off stage)

SERVANT (walks on stage crouched all the way down to floor-ankle level): Alibaba, Alibaba...now I am even shorter.

ALIBABA (rubbing chin): Hmmm....did you rub oil all over your entire body for four weeks?

SERVANT: Yes

ALIBABA: Hmmm...what kind of oil did you use?

SERVANT: Crisco

ALIBABA: Crisco? That's not oil! That's shortening!!!

## **Attention! Attention! Attention! Attention!**

Equipment Two People in the Audience

Action (stage left a lone scout comes running on till he is in front of crowd) as he runs-

Lone Scout: "ATTENTION....." (yelling this until in front of crowd.)

(Lone Scout now stands in front of crowd)

Person in Audience-"WHAT,WHAT,WHAT"

Person2 In Audience-"What do you want."

Lone Scout- "I just wanted some attention"

## **J Camping with Sherlock Holmes**

Equipment none

Preparation 2 Scouts

Action 2 scouts play roles of Sherlock Homes and Dr. Watson as they sleep under the stars.

Holmes: Watson, what do you see?

Watson: Why Sherlock, I see millions & millions of stars.

Holmes: Yes, but what does in MEAN, Watson?

Watson: Well, I suppose it means the sky is clear, it won't rain, and tomorrow will be a good day.

Holmes: Yes, but does it mean anything else?

Watson: Well, I suppose that with all those stars, there is the possiblity of othper life, even other intelligence. Perhaps some creature is lying on some planet looking at us.

Holmes: Interesting. But does it mean anything else.

Watson: Well, the majesty of the stars brings to mind the awe of life. In some way the heavens are evidence that God does exist.

Sherlock, what does this all mean to you.

Homes: Somebody stole out tent.

## **Centipeed**

Equipment blanket, glass of water/lemonade

Preparation volunteer from audience (good-humored)

Action:

three or four scouts have blanket over their heads while standing in single file line(centipeed)

Scout anounces proudly that his centipede can do tricks...

demonstrates by anouncing: Centipede walk forward, backward etc. centipede does...

then announces centipede can walkover people...

has volunteer lay on ground...centipede walks over person and last person in centipede drops water on person...

owner exclaimns: Oops!! My Centi-peed!!!

## **Fire!**

Equipment Water buckets,and a match.

Preparation None

Action: One person is standing in front of the audience. He says,"For those of you who do not know how, or those that would like to know again, I'm going to teach you how to make a fire. First, I start with the kindling." He then grabs a few of the smaller audience members and lays them down as if arranging a fire. "Now I am going put the

twigs on the fire." He then proceeds to get a few medium-sized members and place them. "For the last part, I need big logs that will burn a long time." Bigger audience members are chosen (preferably good-natured scoutmasters). "Now I will light the fire." He takes the match, and just after he strikes it on the box, a group of boys with many full fire buckets rush in and drench the newly-built fire.

### **Firing Squad**

Equipment None

Preparation

4 scouts in a line - to be executed

3-5 scouts adjacent, act as the Firing Squad No props needed

Action:

The firing squad march the prisoners to a spot to be executed. They line up and ask the 1st prisoner if they have any last requests. The prisoner replies no. The firing squad then follows the commands that are announced...Ready...Aim...At this point the 1st prisoner points behind the squad and yells "hurricane" and the firing squad turns away to look and the 1st prisoner escapes by running away. This scenario continues with the 2nd prisoner and when the squad announces ...Ready...Aim...the 2nd prisoner points behind the squad and yells "tornado". Once again the firing squad turns around to look and the prisoner runs away. Again, this scenario continues, using conditions such as "earthquake", "tidal wave", etc...until there is but one prisoner left. The firing squad announces ...Ready...Aim...and the last prisoner points behind the squad and yells "fire" at which time the squad shoots the prisoner.

### **Fools Gold**

Equipment: Gold Colored Candy, or rocks, one table, a chair and a sign labeled Assayers Office

Preparation: At least four boys one who is the assayer, one who is the finale and two who deliver the gold

Action: Assayer sits behind table. First Boy walks up with a sack of candy (or whatever). He asks the Assayer " Can you tell me what this is and how much it's worth? Assayer replies " It's Fool's Gold" First Miner asks "What'll I do with it?" assayer replies "I'll take care of it". Second Miner walks up with bag " Can you tell me what this is ? Assayer gives same answer with same results. Third miner walks up and says "What do you have there?" Assayer replies " I got dem fool's gold"

### **Frog Pond**

Equipment: Large group of people broken up into 3 groups. Works great at evening campfire

Preparation: None

Action: Group 1 chants tomatoes over & over again real slow but loud enough to hear, group 2 chants hot potatoes over & over again real fast (loud enough to hear) group 3 is told to chant "SO DEEP" in deep bass voice when they hear the Cubmaster (Scoutmaster) ask "How deep is the water?" They all keep this up for awhile and the Cubmaster then says: "Ah, I love the sound of a Frog Pond." (If you have an audience behind you they can hear it too. Don't know if the participants can hear it seeing as they're making all the noise!)

### **Hair Restorer**

Equipment Hair Spray or other Aerosol, 4 scouts (one Rabbit, 2 drivers, and a salesman)

Preparation Follow instructions on Aerosol can right before skit begins, but don't spray yet, and if you have it, a short piece of road.

Action: One Scout (the rabbit) hops around the stage for a few seconds, and a driver, making car sounds, holding a 'steering wheel' smashes into the rabbit. Then rabbit lays still. The other driver 'drives' near the first driver and asks him what happens. First driver explains and then salesman walks up and tells the two drivers not to be sad. He says "I have a stupendous new product that works-" and produces the spray can then sprays it on the dead rabbit then waits a couple seconds for the rabbit to get up and hop away. The rabbit does so and after each hop he turns his head and waves to the group. He does this until he gets off stage. Then the salesman says "-to restore dead hare and give it a permanent wave."

### **i gotta go wee**

Equipment none

Action all scouts lay out on the floor pretending to be sleeping when the last boy says "i gotta go wee" the scouts pass it down the line to the leader and the leader says "can you hold it?" and they pass it down the line. and the boy says "i really gotta go wee!" and so on. The leader finally says yes so the boy gets up and runs around the group yelling wee!!!!

### **I lost my quarter.**

Equipment Flashlight

Action Two boys are searching an area, one with a flashlight while the other one is searching on the ground. Another boy walks up and asks the first one what he is doing. He says "I dropped my quarter and now I'm looking for it." You keep doing this till all your boys have gone except for one. He says to the first boy "watcha doing." The first boy says "I dropped my ..." Then the other boy says "Where did you drop it at?" The first boy says "Over there (points in a different direction)" The other boy says "Then why are you looking over here?" The first boy says "Because that is where he is holding the flashlight."

### **Igor's Brains**

Equipment 4 scouts.

Action Have a scout (Igor) stand in front of the audience and the other three stand aside. The 1st scout walks up to Igor and Igor asks if he wants to buy brains. He asks for some candy and he yells "GO AWAY!" The 2nd scout walks up to Igor and Igor asks if he wants brains. He asks for soda (any brand) and Igor yells at him again. The 3rd scout walks up and Igor asks if he wants brains. He agrees. Igor shows him the Scout's brain (imaginary) and says, "Scout brain, 1 dolla" Igor continues to, "Assistant patrol leader, 5 dolla" He continues up and keeps raising the price all the way to Scoutmaster's brain for \_\_\_\_\_ (very very high price. The 3rd scout asks, "Why are the prices so high??" Igor says, "'Cause it's never been used!!"

### **Johny got hit by a car**

Equipment Ball

Preparation You will need 5 people

Action

The skit is really a filming of a film called Johny Got Hit By A Car. The director says action and Johny and his friend start to play ball and Johny gets hit by a car which is a person. Next the director says cut and everyone goes back into places. Every time the director says cut the camera man will try to talk but the director will shut him up before he can get a word in. The director can then tell them to do it girly, karate like, manly, or ballarina like. Before the end of the skit you should have done them all. The way that you do them is to act like the word the director says. Every time the actors do a scene the director will say he does not like it. And he will have them do one of the things in the list above. When you have done all you will have the director say put everything together. Once you have finished the director will say he likes it. Once the director says he likes it the camera man gets to talk and he says that there is no film in the camera and everyone tries to hit him while he runs off stage.

### **Latrine Skit**

**Equipment** A piece of rope. A bucket and a sponge. A wrist watch.

**Preparation** You need 6 scouts to complete this skit.

**Action Cast:** Narrator, Johnny, Scoutmaster, and Scouts 1,2,3.

**Narrator:** One summer Johnny's Boy Scout Troop went to a Boy Scout Camp. One morning before colors, Johnny's Scoutmaster comes to him.

**Scoutmaster:** Johnny this morning is your turn for Latrine clean-up.

**Johnny:** OK.

**Narrator:** So Johnny takes the bucket and sponge and heads for the Latrine.

(Johnny now pretends to clean the toilet bowl.)

**Narrator:** While Johnny cleans the toilet bowl, his watch slips off his wrist right down into the big septic tank below.

**Johnny:** Oh no my watch!

**Narrator:** He tries to grab it, but falls in himself.

**Johnny:** Ahhhhh!

**Narrator:** Johnny looks up at the latrine through the toilet bowl.

**Johnny:** Maybe if I yell for help, someone will come.

(From off stage Scout 1 comes into the Latrine. He walks over to the toilet and is just about to sit down)

**Johnny:** Hey you help me, I've fallen into the septic tank.

**Scout 1:** Oh my God! Who was that? (Runs away)

**Narrator:** A little while later another scout comes in.

(Scout 2 walks in and is also just about to sit down)

**Johnny:** Hey help me please. I have fallen into the septic tank.

**Scout 2:** Hey who was that? Ahhhhhhh! (Runs away)

**Narrator:** Another 10 minutes have passed when another comes in.

(Scout 3 walks in and is also just about to sit down)

**Johnny:** Please help me! I've fallen into the septic tank!

(Scout 3 stands up and looks down into the tank)

**Scout 3:** I'll go get help!

**Narrator:** This time the scout brings the Scoutmaster with some rope.

(The scoutmaster throws the rope down and pulls Johnny out)

**Scoutmaster:** Johnny are you OK?

Johnny: Yes.

Scoutmaster: How long have you been down there?

Johnny: I don't know, but many moons have passed.

### **Makin' Beans**

Equipment a pillow

Action 8 people come on

Director:ok..we're here to make a movie..called Makin' Beans

All..ok

Director: Lights(lights guy holds hands over head and open),

Camera(cameraman starts rotating hand like oldfashioned camera)

ACTION

Person who dies: walks on stage where stirrer is and "asks:whatcha doin?"

Stirrer: "Makin beans"

Dier: "Can I try some?"

Stirrer: "Sure!!"

Dier: eats beans then dies

Mother: (An older scout is good for this role to make it funny)hysterically cries: MY BABY!!!! SOMEBODY CALL A DOCTOR!!!!!!!

Stirrer: Doctor!

Doctor:enters..examines body then pronounces...He's dead...(mother grieves)

Director: that was horrible...ive never seen a worse performance...etc....it needs to be faster or westernor valley girl or slow or military or happy or sad repeat scene of movie as ,many times as you want then when it is done director says to cameraman...ok now can I have the film

Cameraman: Film...what film???(everyone then chases cameraman)

### **Mr Potato Head**

Equipment Nothing really.

Preparation Mr Potato Head, Mr Beetroot, doctor, ambulance

Action Mr beetroot walks on stage to find his good mate, Mr potato head, sittin down thinking.

Mr Beetroot: Hello Mr Potato Head, what are you doing? Mr Potato Head: Thinkin about my girlfriend, Mr Beetroot. Mr Beetroot: I never knew you had a girlfriend Mr Potatoe Head, describe her to me. Mr Potato Head [desribes a girl] Mr Beetroot stands up, and yells at Mr Potato Head... Hey! that's my girlfriend! They then get in a scuffle, Mr Potato Head gets punched and falls down..... AMBULANCE (comes on and takes mr potato head off the stage) DOCTOR (facing the audience): "There's some good news and some bad news.... The good news is Mr Potato Head will survive... The bad news is he'll be a vegetable for the rest of his life!

### **New Underwear**

Equipment None needed

Preparation: Have all of Troop but one, line up shoulder to shoulder. SPL should be the one not lined up.

Action SPL:(walking back and forth in front of troop)Ok guys, i know that we're all a little

down. That flood 8 days ago completely wiped out all that we had. But still I am proud of all of you, after all, we have survived with nothing but each other for more than a week. (pauses) I do, however, have some good news. I also have some bad news though. (pause again) The good news is that we all get new underwear!!!

ALL TROOPERS: (excitedly, jumps up and down) Yeah!!!

SPL: Now the bad news.....you have to trade with him, you two switch, and you get his!!!

### **Pass the Pepper**

Equipment Black pepper, chili powder, green peppers, red peppers and any others you want  
Preparation Is best with about 5 participants, but numbers can vary.

Action Participants line up facing audience. Participant on one end hollers "Pass the 'pehpeh'" in his best hillbilly accent. This message is passed down the line. At the other end of the line the Quartermaster sends the Black Pepper back down the line with the message "Here's the 'pehpeh'". One reaching the requester he hollers "I don't want no 'Black pehpeh'". This message is passed back down the line, another kind of pepper is returned, and so on until all of the props are exhausted. When the last kind of pepper fails, the Quartermaster hollers, "Well what kind of 'pehpeh' do you want". This message is passed down the line. Finally, the 'pehpeh' requester shouts, "I want the 'toilet pehpeh'"

### **Penguin Soup**

Equipment None

Action Four Scouts stand in a row, shoulder to shoulder.

In strides a Scout, acting like a Drill Sergeant.

DS: Patrol ATTENTION!! (The Partol then snaps to attention)

DS: I'm gonna make this Patrol the best in Scouting, and to do that we need to have the best nutrition possible. Therefore we will eat penguin soup everyday for it's nutritional value.

(DS Walks up to Scout 1)

DS: Scout!? What did you eat for breakfast this morning?

S1: (SHOUTS) Penguin Soup Sir!!

DS: That's Right!! Penguin Soup will make us the best Partol in Scouting!! Penguin soup for Breakfast is a great way to start the day!!!

(Goes to Scout 2)

DS: Scout!? What did you eat for Lunch this afternoon?

S2: (Shouts) Penguin Soup Sir!!

DS: Good for you!! Penguin soup will keep you going when we hike, when we study merit badges and when we do our good turns daily. (Goes to Scout 3)

DS: Scout!? What did you eat for a snack today?

S3: (Shouts) Penguin Soup Sir!

DS: What a great snack!! Nothing is more nutritious than penguin soup. It will keep us going when we pitch our tents, when we do our activities and prepare for Scout Skits.

(Goes to Scout 4)

DS: Scout!? What did you eat for dinner this evening?

S4: (Shouts)Penguin soup sir!!!

DS: Wonderful...Penguin soup!! It is the best thing to help young Scouts sleep through

the night!!

DS: So Patrol, What to we eat for Breakfast?

ALL: (Shouting) Penguin Soup Sir!!

DS: For Lunch?

ALL: PENGUIN SOUP SIR!!!

DS: For a Snack?

All: PENGUIN SOUP SIR!!!

DS: And for Dinner?

All: PENGUIN SOUP SIR!!

DS: Wonderful!!! Patrol Right face!! (Patrol turns right into single file line) Forward march!! The patrol then waddles off like PENGUINS!!!

### **Raisin From Jamaica**

Equipment a chair

Preparation a boy sitting as "king" one or two "bodyguards" three boys as "servents"

Action King asks first servant "What have you brought me for my birthday?" The servent replies "Gold." The king says " I already have plenty of gold, take him away." The bodyguard/s take him away. The same senario for the next servent except the second servent has silver in place of gold. The last servent presents the king with " I have brought you raisens from jamaka" The king is pleased and the third servent is not hurt by the bodyguard/s. The same exact thing happens the next year. And the year after that all is the same except the third servent comes to the king and says "I am sorry, sir, but my pet rabbit, jamaica, has died and I have no more raisins."

THE END

### **Rattle Snake!**

Equipment 3 Scouts

Preparation 1 scout is a doctor in his office. The other two scouts are sleeping under the "stars".

Action The two scouts are sleeping peacefully when one of them jumps up and screams "AH I've been bit by a rattle snake on the bum".

Second Scout: "Hold on I'll go find out what to do"(running to doctor)

Second Scout: (talking to doctor) "Doctor Doctor my friend was bit by a rattle snakewhat should I do?"

Doctor: "You must first suck out the poison"

Second Scout: (returns to camp) Well (first scout) doctor says your gonna die.

### **Royal Papers**

Equipment two bundles of miscellaneous papers, one roll of toilet paper. A crown for the "king/Queen" is a nice touch.

Preparation One scout is seated, three others offstage

Action A scout, playing the kingqueenn, is seated in the center of the stage/campfire area. He cries out for his royal papers, and the first servant comes onstage bearing a small stack of papers. The king looks over them and throws them to the ground, exclaiming angrily that these are NOT the royal papers. He again cries out for someone to bring his royal papers. A second servant comes with more papers. The king looks at them and again throws them to the ground,

berating his servants for their ignorance. He again cries for his royal papers. Third servant comes onstage and hands the king a roll of toilet paper.

The king gleefully cries, "My royal papers!" and all run offstage.

### **Run On: Leaving**

Equipment small twig with a lot of leaves

Action scout enters plucking leaves from twig...second scout enters and asks 1st scout what he is doing...1st scout replies: Leaving

### **J Run On: Squirrels**

Equipment 2 Scouts

Action 1st Scout Just standing there

2nd Scout ::Runs On Yelling frantically they are after me they are after me::

1stS "what's wrong"

2ndS "They are after me!"

1stS "Who's after you?"

2ndS "The squirrels are after me they think I'm nuts"

2nd Scout runs off!

### **Run On: Stickin' Around**

Equipment ,big stick

Action Scout enters during break between skits, poking stick in ground and playing with it...second scout enters from other side..whatcha doin..1st scout..just Stickin around

### **Run-on: GNIKLAW**

Equipment None

Action One scout walks backwards past another scout. The standing scout asks, "What are you doing?" The scout walking backwards answers, "Gniklaw". (walking, backwards)

### **Run-On: Infant Tree**

Equipment a sapling and a bunch of scouts

Preparation hiding places for scouts

Action a bunch of scouts starts running around yelling "THE INFANTRY IS COMING" over and over again (optional: you can have scouts planted in the audience). once all of the scouts have hidden, one scout comes out with the sapling and a plant in the audience yells 'what's that?' the scout replies, 'the infant tree'

### **run-on: Star Wars**

Equipment A toy light-sabre

Preparation One of the two people have to be prepared to trip on purpose and make it look as though it hurts.

Action First person runs across stage screaming and yelling for his life! Second person runs with the light-sabre after him after a couple more skits(remember this is a run on) person one is now chasing person two with Light-sabre. Repeat in any dead space throughout the campfire or program. At the very end of the program whoever should have ended without the light-sabre runs on stage and trips half way across, turns and faces (while still on the ground) his on-coming attacker with the light-sabre. He with the light-sabre raises it high as though to strike,

brings the light-sabre down and lightly tapping the person on the ground says in an accusing tone, "You're it!"

### **run-on:hoing**

Equipment two scouts

Preparation do this right after a skit

Action scout 1 is making a hoing motion. scout 2 comes on and ask "what are you doing" 1 answers "hoing", 2 "what are you hoing", 1 "corn", 2 "where did you get it", 1 "from the last joke"

### **Sitting on the Bank**

Equipment fishing poles, 'NO FISHING' sign, worms as many scouts as necessary

Preparation scouts are sitting on bank with fishing pole in hand. 'NO FISHING' sign nearby

Action Fishermen: (altogether) "Are you the game warden?"

Game Warden: "Yep! What are you doing?"

Fishermen: (altogether) Just teaching him how to swim (pointing to the worm on the pole)

### **Sounds of Scouting**

Equipment an empty bucket and a bucket glass full of water

Preparation have 3 scouts out of site of audience. One narrator

Action have the narrator say " There are many sounds of scouting, the sound of the wind blowing through the trees (first scout makes "woosh woosh" noises)

"the flowing streams" (second scout dumps cup of water in bucket)

"and the sound of the lost scout" (third scout yells "where the heck am I!!")

### **Taking my case to court**

Equipment Briefcase or small case

Action Scout carries a briefcase back and forth in front of the speaker who asks "What are you doing?" Answer- "I'm taking my case to court"

Later, he carries case over his head back and forth. Speaker-"Now what are you doing?"

Answer- "I'm taking my case to a higher court." Doh!

### **J Telling Time**

Equipment none

Action Group of scouts play like they are american indians. One asks the other what time it is and another one says he doesn't know, lets find out. They huddle in a circle with arms around each other and quietly chant "hey-ya hey-ya" while doing mild dance steps. then they break and walk around with their hand on their ears trying to listen to something. this is then repeated only chanting louder. Then it is repeated a third time yelling loudly. then when they are listening, a scout in the woods out of sight yells: "Quiet you indians, it's 3 o'clock in the morning!"

### **The Candy Store**

Equipment One walking stick

Preparation Get two volunteers from the audience to hold the ends of the walking stick. This becomes the sales table at the candy store. Make a big deal about how much these two volunteers are helping. One of the Scouts helping with the skit stands behind the table (the walking stick) as the shop keeper and pretends to be cleaning the table

and arranging items.

Action Each scout helping with the skit files in one at a time and asks for a famous brand of candy.

Scout1 - walks up to table: "Do you have any Clark Bars?"

Shop keeper: (looking under the table) "Nope, sorry, don't have any today."

Scout 2: - walks up to table: "Do you have any Butterfingers?"

Shop keeper: (looks under table again) "Nope, sorry, I expect a shipment any time"

(The above process is repeated several times, each time the shopkeeper apologizes for not having the candy. Finally, the last Scout comes in.)

Last Scout: - walks up to table: "I really need a Hershey bar".

Shop keeper: "Sorry, I just don't have any today"

Last Scout - very flustered: "I have seen all kinds of people come in here. They ask for candy, and you don't have it! What kind of a candy shop is this anyway? Do you have ANY candy?"

Shopkeeper - Looks around, then points to the volunteers holding the ends of the walking stick: "Well, I do have TWO SUCKERS ON A STICK"

### **The Duck Skit**

Equipment A table or other object that can be used as a table, A baseball cap

Preparation set up the table with a scout behind it. Another scout puts on the hat and waits off stage (the hat is supposed to look like a duck's bill)

Action The scout behind the table says, "Welcome to my store." The "duck" waddles in squatting, quaking, and flapping his arms. He asks the store owner if he has any duck food. The store owner answers "no" and the duck walks away disappointed. The store owner (or another scout)says, "Next Day".The duck waddles in again and asks the store owner if he has any duck food. The store owner angrily yells, "I told you yesterday that we don't sell duck food! If you come back again, I'll nail your beak to my table!" Needless to say, the duck runs away fast. The store owner (or another scout) says, "Next Day." The duck slowly peaks around corners, trees, anything that can hide him. (he can also commando crawl to the table and peak over the top) The duck jumps to the table and yells, "Do you have any nails?" The store owner replies "no" and the duck asks, "Well then, Do you have any duck food?"

### **The Fortune Teller**

One person is the fortune teller and another is the fortune tellers assistant.

Assistant: This is a fortune teller. He/she is a very special fortune teller. He/she tells fortunes by smelling shoes.

A person is picked from the audience and asked for their shoe

The fortune teller smells their shoe. And whispers something to the assistant

The assistant announces their fortune (this fortune has to be something good like "you will be very famous")

This happens with two or three other people each time using a different good fortune.

Then one more person is picked (usually a scout leader) and the fortune teller smells the shoe and whispers to the assistant. The assistant announces "you will be going on a long journey"

The fortune teller then throws the shoe

## **The Living Picture**

The "Painter" of the living picture tells the audience he/she is a great painter..so great in fact that mere canvas is no longer a challenge. Therefore, I am going to paint "A Living Picture". Will Mr. xxx come down? (This is the SM or other good natured person. Like so many skits, this is the person who takes the brunt.)

Painter: (P) (To audience) Every picture needs a frame! (To "frame" loudly so all can hear) You are the frame of the picture. (Have the frame walk in a big rectangle covering the entire "stage" area.) Instruct the frame to say "FRAME" loudly and repeatedly while walking the perimeter. )The frame keeps walking and saying FRAME)

(P): I need volunteer! (select)(Wait till the volunteer is on stage)  
"My living picture has a babbling brook. You are the babbling brook."  
(Place the brook in the picture)Instruct the babbling brook to say "BABBLE" loudly .

Use this technique for: Weeping Willow, frog, bunny rabbit, sun flower, butterfly...etc.  
Every once in a while "Remind" the frame and others "louder..we can't hear you".

When it's enough...finish by signing your painting. I use a good natured (smaller) scout and use him like a pen to "sign" my name (just holding him by his shoulders..he's on his feet.) This can be a real fun skit and you will never lack for volunteers. Use your imagination.

## **The Musical Toilet Seat**

Equipment Anything to sit down on, a toilet seat (Can improvise if needed)

Preparation Make sure people have the correct names for the artists & styles of music

Action Announcer: Come and get your musical toilet seats! Only (Price) Each!

1st Person:{ walks on} Hi, since I like {Type of music} i want to have a {insert artist of the style}.

Announcer: Okay, here (continue on till the only type left is Patriotic)

Last person: Since I like my country, I want a toilet seat that sings the national anthem.

Announcer: Here

(person leaves) THE NEXT DAY

Person: (Very Constipated) Sir, I'd like to return the seat.

Announcer: Why?

Person: Because whenever I sit down, the music plays and I have to stand up!

## **The Shoe**

Equipment Two People, One wearing only one shoe

Preparation choose who takes off their shoe!

Action (Scout one walks around looking under and around things.)

Scout Two (approach scout one): "Hey, did you lose a shoe?"

Scout One: No, I found one!

## **The Ugliest Man In The World**

Equipment scout blanket; 7 people are needed(one from the the group of people watching, the last person)

Preparation one person is under a scout blanket and one person is trying to get people to see his face.

Action: The first person standing by the boy under the blanket (is the second person) says "come one come all see the ugliest man in the world" the third person comes up and looks under, screams and falls over. The fourth person looks under the blanket and screams then falls over. The fifth, sixth and seventh do the same thing. Then the first person asks for someone watching to look under the blanket and falls over.

### **The Undertaker**

Equipment A handful of scouts

Preparation One short practice is all it takes

Action The first scout walks out to the edge of the stage. Pretends it is a tall building/bridge off of which he is going to jump. He counts "1, 2, ..." Just before he gets to three, a second scout walks out limping and asks him what he is doing. Scout #1 says, "I'm an undertaker and business has been so bad lately. I'm afraid I'm going to lose my house, my car and everything I own so I decided to jump. Scout #2 says, "I know what you mean, I am a professional football player but I just injured my leg so badly that I won't ever play again. I think I'll jump with you." In unison, they count, "1, 2, ...". Again, just before they get to three, a third scout walks out holding his hand and asks what's going on. Scout 1 and 2 each, in turn, tell scout 3 their story. Scout three tells his story, which is, "I'm a concert pianist and I just had my hand crushed in an accident. I'll never play again. I'll jump with you." In unison, they count "1, 2, ..." this goes on for as many scouts as you have left. Each scout should have something that has ruined his life and left him with nothing to live for. After you have 5 or 6 scouts up on stage and they have all told their story, they get ready to jump. In unison, they count, "1, 2, 3". They all jump, except for the first one who is the undertaker, who acts like he is going to jump but doesn't. He smiles and says, "I'm back in business!"

### **The worm**

Equipment None needed, but hiking boots and backpacks make nice touches. Skit is for a leader and one or more scouts; Only leader and 1 scout have lines.

Action Leader and scout(s) on a loooong hike; scout behind leader whines for a break. "No", leader replies, "We have a long way to go!" Group keeps walking, the scout whining "I'll tell my Mom!" "Go ahead", the leader says, "I'm not worried about her." Keeps hiking. "I'll tell my Dad!" "I don't care" leader says, "I'm not afraid of him." "I'll cryyyy!" Scout begins terrible high-pitched crying. "Oh, all right!" leader exclaims, "We'll stop for a minute. Just stop that racket!" Group stops, stands there. The scout whines, "I want to sit down." Leader replies, "The ground's all muddy!" "But I want to sit!" "Oh, go ahead then." Scout sits. Looks up.... "I want you to sit with me!" "No chance", leader says, "I'm not getting muddy!" "I'll tell my Mom!" "I told you, I'm not worried about her." "I'll tell my Dad!" "I'm not afraid of him, I'll kick his butt." "I'll cryyyy!" "Okay, okay, just shut up!" Leader sits down in the mud, frowning. Scout looks around. "Hey", he yells, "a great big worm! Pick it up for me!" "Why? It's disgusting!" Pick it up or I'll tell my Mom!" "I'm not afraid of her", leader says, "I'll kick her butt too!" "I'll tell my Dad!" "Go ahead", leader responds, "I can take him!" "I'll cryyyyy!" "Oh, alright, alright, don't start that!" Picks up worm, grimacing. Scout looks

at leader..... "Break it in half!" What? Why? don't be gross!" "I'll tell my Mom!" "Tell her, then", leader says. "I'll tell my Dad!" "Go ahead", leaders replies, "See if I care." "I'll cryyyy!!!" "Oh, I give up, just stop that noise!", leader yells, and tears worm in half. "Yuck!" Scout looks at leader. "Eat half!" "WHAT? No way, not a chance!!", leader yells. "I'll tell my..." "Tell anyone you want! Your Mom is a weakling and your Dad is a wimp! I can kick both their butts! I am NOT eating half a worm!!", leader yells. Scout takes a deep breath..... "I'll CRYYY!!!" Starts screeching loudly...."I can't take it!!" leader eats half of worm, gagging. Scout screeches even louder. "What's wrong now?", leader asks, "I did everything you asked!" Scout sobs, "You ate MY HALF!!!"

## J Three Rivers

Equipment A cup, 2 plates, a fork or spoon

Preparation Have the dishes sitting out and pretend to be drying them

Action A camper comes along and explains he has been hiking for hours and asks for a drink.

Give the cup to the camper.

The camper says, "wow, this is really clean"

You reply by saying, "as clean as 3 rivers can get it"

Camper 2 comes in and explains how he needs food.

Hand him the plate. Camper says the same thing and you reply by saying the same

thing. 3rd camper comes and asks for food, give him another plate and a fork or

spoon. Then that camper asks, how do you get your dishes so clean, you reply by

saying, "My dog, Three Rivers!"

## Titanic

Characters: Director, First Mate, Captain, Camera Man, and Narrator.

Narrator: We are filming the last scene of our motion picture, "Titanic". (Introduce Characters)

Lets watch and see what happens.

Scene One

(Scene starts with Director explaining the scene to the First Mate.)

Director: I want you to rush in and say, "Captain, three times."

First Mate: Okay

Director: Action.

First Mate: (While rushing in.) Captain, three times.

Director: Cut. Cut. No, no. Say, "Captain, captain, captain." Not, "Captain three times." When the captain answers, you will say, "We're sinking."

First Mate: Okay, got it.

Director: Action.

First Mate: (While rushing in.) Captain, captain, captain.

Captain: Yes.

First Mate: We're stinking!

Director: Cut, no, no. Not "we're stinking" it's "we're sinking!" Then the captain will ask you how fast we're going and you will answer, "Twenty nautical miles." First Mate:

Oh, Okay, I understand.

Director: Action!

First Mate: (While rushing in.) Captain, captain, captain.

Captain: Yes.

First Mate: We're sinking!

Captain: How fast were we going?

First Mate: Twenty naughty flies!

Director: Cut, Cut. It's "Twenty nautical miles." Got it? After that he will ask you what we hit and you will say, "An Iceberg."

First Mate: Oh, yeah. Okay.

Director: Action.

First Mate: (While rushing in.) Captain, captain, captain.

Captain: Yes.

First Mate: We're sinking!

Captain: How fast were we going?

First Mate: Twenty nautical miles.

Captain: What did we hit?

First Mate: An ice cube!

Director: Cut, cut. You're supposed to say, "an iceberg." And then he will ask you what direction we're going, and you're going to say, "North by Northeast."

First Mate: Okay, got it.

Director: Action!

First Mate: (While rushing in) Captain, captain, captain.

Captain: Yes.

First Mate: We're sinking!

Captain: How fast were we going?

First Mate: Twenty nautical miles.

Captain: What did we hit?

First Mate: An iceberg!

Captain: What direction are we going?

First Mate: Down!

The End

### **Walk on: Jacket**

Equipment A jacket

Action Two scouts wearing the same jacket (one scout's arm in one sleeve the other's arm in the other sleeve) walk on stage. Another scout yells "what are you doing!" The scouts yell back "one size fits all!"

### **Walk on: Light headed**

Equipment Flashlight, scout or leader flashlight holder, and Master of Ceremonies

Preparation Make sure the flashlight works!

Action Flashlight holder walks around campfire or stage holding light pointing down on top of his head with light on.

MC says "why are you walking around here like that?"

Light holder replies, "I'm walking around lite headed!"

### **Walk On: The ants go marching**

Equipment About 5 Boys, no equipment required, but hiking gear would be appropriate. Good for Patrol during Jamboree Campfire.

Preparation Practice marching, Make sure the EmCee does NOT announce you, only identify you AFTER the third walk on. Line up by height, smallest guy last, leader in front leading the singing. Time the marching so one verse lasts all the way across the stage/camp fire area.

Action At irregular intervals between skits, when there is ALWAYS dead time, the group marches across the stage/camp fire area singing the appropriate verse of "The Ants Go Marching..."

1st time: The Ants go marching one by one, hurrah, ... , The Ants go marching one by one, the little one stops to shoot his gun (smallest guy in group pretends to shoot at the audience), and they all ...

2nd time: The Ants go marching two by two, hurrah, ... , The Ants go marching two by two, the little one stops to tie his shoe (smallest guy in group pretends to tie his shoe), and they all ...

3rd time: The Ants go marching three by three, hurrah, ... The Ants go marching three by three, the little one stops to (smallest guy stops and pretends to be unzipping his trousers) - Leader shouts: HEY!!!! NO, WAIT, STOP!!!! It's "Climb a Tree, CLIMB A TREE!!!!"

All scramble off, leaving the smallest guy alone in front of the audience, zipping up and looking sheepish.

### **Walk-On: Light's Better**

between skits a scout walks to the front of the fire in the way of the MC and starts searching for something. MC asks "what are looking for?" scout replies with "my flashlight" (or whatever). MC asks "where did you lose it?" Scout points off in the darkness and replies "over there somewhere." while still looking for his lost item around the campfire. MC asks "well why are looking here then?" Scout replies "the light's better!"

### **Walkon: My Belt**

Equipment One belt

Action A scout walk-on and says "it's all around me" "it's all around me"; in time a leader yells "what's all around you?" The scout replies "my belt".

### **Walk-On: Passing Gas**

Equipment Propane Bottle and a bunch of Scouts.

Action Scouts sit in a circle, passing the propane bottle back and forth. The leader or another Scout asks, "Hey, what are you guys doing?" The Scouts respond "Passing Gas!"

### **Walk-On: Push a rope**

Equipment rope

Action Between skits a scout walks across the council circle dragging a rope behind him. MC asks "why are you dragging that rope?" Scout replies "ever see someone push a rope?"

### **Walk-On: Throwing Up**

Equipment A ball, one Scout and one Leader (or the M.C.)

Action: The Scout comes in front of the group and starts throwing the ball into the air. He does this until the Leader asks the question, "What are you doing?" At which time the Scout replies "Throwing Up!"

### **What's Up?**

Equipment Five or Six willing Cub Scouts !

Preparation Very easy skit for boys to learn quickly.

Action Boy walks onto stage looking up. Second boy walks on stage, looks at first boy, then faces audience and looks up. Third boy walks on stage, looks at second and first boys, faces audience and looks up. Continues until final boy walks up to the others, looks at each of them, then faces audience and looks up. After a second, he turns to the boy next to him and asks, "What are we looking at?" That boy responds, "I don't know." And turns to the next boy and asks him the same question. This continues down the line until the question is asked of the first boy who walked in. He responds, "I don't know what you're looking at, but I have a stiff neck!"

### **Will you hold this box.**

Equipment 2 chairs and a medium size box

Preparation Place chairs side by side as if there were a park bench. One scout in one of the chairs, all others off stage.

Action Scout sitting in the chair is approached by another scout carrying a box. Scout with box asks seated scout "will you hold this box for me". Seated scout says "yes", as other scout exits to other side of stage seated scout holds up box with a look as though the box has a leak. Scouts off stage enter on at a time and sit by seated scout and ask "what's in the box", not knowing he shrugs and says "I don't know". The scout without box the wipes the corner of the box with the leak tastes it and says "taste like the water at school", then he exits. Next scout enters and does the same except says taste like ????? (what ever they want ie. bug juice at scout camp). After all scouts have come across stage first scout with box comes back to get box, thanking holder, he holds up box looking at leak and proclaims, "bad puppy".

### **Campers and Bears**

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

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

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

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

### **Earwash**

Patrol of scouts line up facing audience. One announces that this is the Earwash Skit. Scout at end of the line drinks a glass of water. He puts his hands on his ears and shakes his head. Then he pretends to spit the water into the ear of the scout next to him. Repeat this process until the Scout at the end of the line shakes his head. This Scout spits out some water onto the ground. This requires a scout who can hold water in his mouth and not be noticed.

## **The Lighthouse Story**

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

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

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

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

## **The Wide Mouthed Frog**

One morning the wide mouthed frog decided to take a walk to see the world and enhance his education. As he hopped through the meadow by the pond he came upon a cow. He hopped over to the cow and said:

HELLO MRS. COW, I'M THE WIDE MOUTHED FROG, TELL ME WHAT DO YOU FEED YOUR BAAABIES.

The cow replied: "I feed my babies milk."                      Frog: OOOOOHHH

The frog hopped further into the meadow and came upon a bird pecking in the grass. He hopped over to the bird and said:

HELLO MRS. BIRD, I'M THE WIDE MOUTHED FROG, TELL ME WHAT DO YOU FEED YOUR BAAABIES.

The bird replied: "I feed my babies worms."                      Frog: OOOOOHHH

The frog hopped further into the meadow and came upon a horse eating grass. He hopped over to the horse and said:

HELLO MRS. HORSE, I'M THE WIDE MOUTHED FROG, TELL ME WHAT DO YOU FEED YOUR BAAABIES.

The horse replied: "I feed my babies wide mouthed frogs."                      Frog: oh

This works best when the person doing the frog part has a large mouth and really hams up the questions and the OOOHHH responses, opening the mouth widely while speaking. The final "oh" is done with the mouth barely open and the voice barely loud enough to be heard by the audience.

## **J Two Cannibals**

Two cannibals meet one day. The first cannibal says, "You know, I just can't seem to get a tender Missionary. I've baked them, I've roasted them, I've stewed them, I've barbecued them, I've tried every sort of marinade. Just can't seem to get them tender."

The second cannibal asks, "What kind of Missionary do you use?"

The reply, "You know, the ones that hang out at that place at the bend of the river. They have those brown cloaks with a rope around the waist and they're sort of bald on top with a funny ring of hair on their heads."

"Ah, Ha!" the second cannibal replies, "No wonder--those are fryers!"

### **J Emergency Test**

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

Announcer: "This is a test."

All: Hmmmmmmmmmmm. (Or Beeeeeeeeeep)

Announcer: This has been a test of the emergency warning system. This was only a test. If there had been a real emergency, we would have said...

(Scouts throw hands over heads, yell "Ahhhhhh", and run helter-skelter off stage.)

### **All around Me**

Scout1: (run in screaming frantically, waving arms)

It's all around me! It's all around me! It's all around me!

Scout2: Whoa hold up there... what's all around you?

Scout1: My belt!

### **CPR**

P1: (strolls through, humming, clutches chest, drops)

P2&3: (stroll through, see p1, rush over and PRETEND CPR motions, P2 for breathing and P3 for the compressions, ad libbing instructions)

(after 2 rounds, P2 says to P3 ... Ok, Ready, Switch!

P1 gets up

P3 lays down,

P2 takes the compressions positions and

P3 takes the breathing position

### **Quarter**

P1, P2, P3 all stand murmuring while in a circle and holding a flashlight and looking at the ground while P4 stands on a chair shining a flashlight down on the ground amongst them

P5: (walks up) What ya doing?

P1-3 "We're looking for a quarter we lost by the tent

P5: Well, if you lost it be the tent, why are you looking over here in the parking lot?

P1-3 look at each other, and then shake their heads at the clueless P5

P1-3: Cause this is where the street light is!

### **Scout WETspers**

Softly falls the rain today

As our campsite floats away

Silently, each Scout should ask

Did I bring my SCUBA mask?

Have I tied my tent flaps down,

Learned to swim so I won't drown,  
Have I done, and will I try  
Everything to keep me dry?

**Campin' in the Rain** [Tune: Singin' in the Rain]

I'm campin' in the rain, just campin' in the rain.  
The tent and campfire are soggy again.  
The clouds in the sky are making me cry.  
My waterlogged shoes may never get dry.

All the mud in the place is stuck on my face.  
The frogs and the turtles are starting to race.  
Oh, what should I do? I need a canoe.  
A webbed--footed weasel swam off with my shoe.

I'm campin' in the rain; just campin' in the rain.  
The good doctor said I've got water on the brain.  
I can't light the fire. I'm stuck in the mire.  
The lightning just knocked down the telephone wire.

I'm drownin' in the rain; just drownin' in the rain.  
Won't it please stop raining --- I hate to complain.  
My sleeping bag's wet. I'm starting to fret.  
My life jacket wasn't the thing to forget.

I'm campin' in the rain; just campin' in the rain.  
What a glorious feeling! Someone just plugged the drain.  
The pre--cip--i--tate will now dis--a--pate.  
The sun soon will dry up the puddle I hate.  
No more campin' in the rain.