

**A**  
**CAMPFIRE SKIT**  
**COLLECTION**



**DISTRIBUTED BY:**  
GOOSE CREEK DISTRICT  
NATIONAL CAPITOL AREA COUNCIL  
BOY SCOUTS OF AMERICA

**COMPILED BY:**  
ALAN J. STEINER

**APRIL 2001**



## TABLE OF CONTENTS

About Campfire Skits.....	1	Fly In The Soup.....	29	Peanuts In The Lake .....	58
Airplane .....	2	Fools Gold .....	30	Peeled Potato .....	59
Airplane Short Runway .....	2	Four Seasons.....	30	Pickpocket.....	59
Ants .....	3	Gathering Of The Nuts.....	31	Pie In The Face .....	60
Babies & Dads.....	3	Ghost.....	31	Pilfered Warehouse.....	60
Balloon Orchestra .....	4	Ghost Of Midnight.....	32	Poison Spring .....	61
Bandana.....	4	Ghost With One Black Eye .....	32	Professor's Address .....	61
Baseball Game .....	5	Go Cart .....	33	Radio Skit .....	62
Be Prepared.....	6	Good Samaritan.....	33	Reggie And The Colonel.....	63
Bear Hunt .....	6	Green Side Up! Green Side Up!.....	34	Rindecella .....	64
Bee Sting .....	6	Hair Cut Machine.....	34	Root Beer Commercial.....	64
Bell Ringer #1 .....	7	Hairy Hamburger .....	35	Sahara .....	65
Bell Ringer #2.....	8	Have You Seen My Belly Button?...35		Sarge And The Private.....	65
Bicycle Shop.....	8	Heaven's Gate .....	35	School's On Fire .....	66
Biggest Turkey.....	9	Highest Tree Climber In		Scout Socks .....	66
Blanket Tossing Team .....	9	The World .....	36	Scout Uniform.....	67
Brain Shop.....	10	Hospital Skit .....	37	Scoutmaster's Brains .....	68
Brotherhood Of Scouting .....	11	How Indians Tell Time At Night .....	37	Scoutmaster's Gift.....	69
Bubble Gum In The Studios.....	12	How Much?.....	38	Shrimpy Boxer.....	69
Bubble Gum On The Street.....	12	How To Wash An Elephant .....	39	Sidewalk Climbing.....	70
Bus Driver.....	13	I Gotta Go Wee .....	40	Smoke Signals .....	70
C.P.R. ....	13	Ice Fishing.....	40	Someone Chanted Evening.....	71
Camel Patrol .....	13	Important Meeting.....	41	Sounds Of The Lost Scoutmaster ....	71
Camp Coffee.....	14	Important Papers .....	41	Spl's Too Tough To Be Tasty.....	72
Campers And Bears .....	14	In The Furniture Store .....	42	Split Ball .....	73
Campfire Conference .....	15	Infantry .....	42	Star Gazing .....	74
Can You Do This?.....	15	Inspection.....	43	Submarine Patrol .....	74
Candy Store #1 .....	15	Intelligence.....	43	Three Against 1000.....	74
Candy Store #2.....	16	Invisible Bench.....	43	Three Rivers .....	75
Change Underwear .....	16	Is It Time Yet?.....	44	Three Scoops.....	76
City Slickers.....	17	Joke Teller.....	44	Three Scout Leaders.....	76
Climb That .....	17	Jumbo Burgers.....	44	Ticket Line.....	77
Compass .....	18	Knot Demonstration .....	45	Time On The Park Bench.....	77
Complaining Monk.....	18	Leaders Going To The Bathroom....45		Titanic .....	78
Contagious Disease Ward .....	19	Letters From Home .....	46	Toothache.....	79
Crying .....	19	Lighthouse Story .....	46	Toothpaste.....	79
Dead Body.....	19	Lunch Break.....	47	Waiter.....	80
Dinner Special.....	20	Magician And His Stooge .....	48	Wal And Ches, The Nutt Bros.....	81
Doctor! Doctor! .....	20	Marvin The Flea.....	49	Why Are You Late? .....	82
Doctor's Office .....	21	Measurement Problem.....	49	Wide Mouthed Frog .....	82
Doggie Doctor .....	21	Melican .....	50	Yapoocha .....	83
Doggie Doo.....	21	Midnight Stars .....	51	Yellow Fingers .....	83
Echo.....	22	Mixed Body Acting.....	51	You Need A Tie, Sir .....	84
Emergency Test.....	22	Mr. Kerplunk.....	52	Yukon Winter.....	84
Failed Reporter.....	23	Musical Toilet Seat Salesman .....	52		
Fire Going Out .....	23	Nanook.....	53		
Firing Squad #1 .....	24	Napoleon's Last Farewell .....	54		
Firing Squad #2.....	24	New Saw.....	54		
Fish Market .....	24	Nosebleed.....	55		
Fishing For Suckers .....	25	Outhouse.....	55		
Fishing On A Park Bench.....	25	Over The Cliff .....	55		
Fishing Spot.....	26	Panther Tracks .....	56		
Fishing Success.....	26	Parachute #1.....	56		
Fishing Trip.....	27	Parachute #2.....	57		
Flea Circus .....	27	Patience, Jackass, Patience! .....	57		
Flora The Flea .....	28	Peanuts .....	58		



## About Campfire Skits

---

No campfire program would be complete without skits. These brief dramatic presentations often form the heart of a campfire. They are an excellent way for those who are shy to take part in the program.

When doing a kit you should remember to:

1. Select a skit appropriate to the audience.
2. Practice the skit so that everyone knows their cues and positions.
3. Speak slowly and loudly so that the audience can follow the skit.
4. Add props and costumes. They enhance the performance.
5. Don't let repetitions get carried away (example: Scout 1 comes up and says, "What are you doing?" Then Scout 2 does it. Then Scout 3...). If done too often the audience will start to get bored.
6. Have someone announce where the scene is and who the actors are. This lets the audience know what is happening and what to expect.
7. If your skit involves a victim try to pick one of the older scouts or a leader who would not take it personally.

## Airplane

---

**Cast:** Pilot, co-pilot and radioman on an airliner. Additional scouts may be the engines.

**Material:** Seating for pilot, co-pilot and radioman

---

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

## Airplane Short Runway

---

**Cast:** Announcer, pilot, and co-pilot (if more are desired, they can be passengers, with suitable sound effects and actions.

**Material:** Seating for pilot and co-pilot, and for passengers if required and a compass.

---

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

**Pilot:** Co-pilot, are we anywhere near the airport?

**Co-Pilot:** (peering out the window) I don't know... I see lights over there to the port. That's likely it. Bring 'er around and have a look.

**Pilot:** (lurching plane hard to the left) Boy, I can't tell. I wish the company would buy us some instruments.

**Co-Pilot:** (pulling compass from pocket) Oh, I've got my trusty compass and the sun went down about 20 minutes ago, so we've got to be on course. (Excited) Look, see that spot down there, that must be it.

**Pilot:** Okay, here we go. Give me 20 degrees flaps, I'm going in. (Puts plane into a nose dive, sound effects.) This is going to be tough. Give me more flaps, cut back the engines. (Louder) More flaps, less throttle!

**Co-Pilot:** (Appropriate actions and sounds, acting panicky.)

**Pilot:** QUICK, cut the engines, give me brakes. MORE BRAKES!

**Both:** (Sighs of relief) We're down, we made it!

**Pilot:** Boy that was a short runway! It's only 200 feet long.

**Co-Pilot:** (Looking right, then left) Yep, and over a mile wide too!

## Ants

---

**Cast:** 6 to 8 Scouts

**Material:** Paper sacks

---

Skit opens with boys standing together in a backyard.

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

**Scout 2:** Yeah, I know.

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

**All:** Yeah!

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

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

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

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

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

**Scout 5:** I'll bring the drinks.

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

(All walk offstage and come back carrying sacks)

**Scout 2:** Here are the chips.

**Scout 3:** Here are the hot dogs.

**Scout 4:** Here are the hot dog buns.

**Scout 5:** Here are the drinks.

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

**Scout 5:** What's wrong?

**Scout 6:** I brought the ants!!

## Babies & Dads

---

**Cast:** Doctor, three Dads

**Material:**

---

**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!

## Balloon Orchestra

---

**Cast:** One Director and as many scouts as desired for the orchestra

**Material:** One balloon per scout

---

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

## Bandana

---

**Cast:** Instructor and stooge

**Material:** A very ripe banana, and a neckerchief or bandana (old clothing or coveralls preferred as the banana will stain your uniform)

---

The instructor tells of how they went to Philmont and went out on a hike, but before they left, they had to give up most of their unnecessary items and take only what was needed. One of the items they were allowed to take was their Philmont bandana because it served so many purposes, which they would like to demonstrate. Ask for a volunteer from the audience who also has a bandana, the obviously not too bright "plant" volunteers. Tell him this is a big room so I'll show this side and you show that side, ok?, Follow my lead. So first you take out your bandana (plant pulls out a banana & shows it to the crowd) I got ma bandanna! And then do exactly what the instructor says. . . Fold it in half, fold it again, put it in your backpocket, wipe your armpits with it, unfold it & put it on your head (the whole time making comments like "are you sure? That feels good? This don't seem right!" And always repeat the instructions back so that you seem really simple, be very animated and surprised, but follow the instructors lead) use it to shine your shoes, etc. And finally, wipe off your sweaty forehead. When the plant is completely covered, the instructor and the plant turn and face each other in surprise. What happened to you? Where's your bandana?? Bandana!! I thought you said banana!! Both walk off stage shaking heads.

## Baseball Game

---

**Cast:** Announcer, Pitcher, Catcher, 1 scout to run the baseball, 1 scout for sound effects

**Material:** Sheet, flashlight, bat or large branch, water pistol or small bucket of water, canvas and stick

---

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.

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 water pistol or small bucket of water. The flashlight is held against the sheet to simulate the ball. The movement of the light is the key to the whole skit.

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 Announcer comes on stage and tells the audience that there will be a baseball pitching demonstration. He introduces the Pitcher as the greatest pitcher of all time, who will show us his famous specialty pitches. After a buildup about how great the Pitcher is, the Announcer positions the Pitcher at one end of the sheet.

The Announcer asks for members of the audience to volunteer to try to hit this famous pitcher's best pitches. The first volunteer is given the bat and placed at the other end of the sheet. The Announcer explains that the Pitcher will throw one pitch, and the Batter must do his best to hit the ball.

The Pitcher winds up and pretends to throw, as the Announcer narrates ("He's set. He winds up. There's the pitch!") The Scout behind the screen moves his light rapidly down the sheet. The Announcer yells, "Fast ball!" The Batter swings hard. We hear the sound of the ball hitting the catcher's mitt. The Announcer says, "A strike! You're Out!" The Batter returns to his seat.

Another Batter is recruited. This time the Announcer calls out a curve ball, which curves wildly across the sheet. The Batter is again called out. The process continues with a knuckleball and a screwball.

Finally, the Announcer introduces the famous Pitcher's dreaded Secret Pitch. He asks for a special volunteer, of especially outstanding baseball ability and unusual courage, to try to hit this pitch. A Scapegoat is volunteered by the Announcer and encouraged to come up.

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

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

## Be Prepared

---

*Cast:* 4 scouts

*Material:* loud horn/pile of metal pots & pans

---

First scout walks to center of stage, stands to attention, salutes and says, "BE PREPARED." This is repeated by three other scouts.

When they are all standing side by side, the fourth scout sets off the loud horn or drops pots behind the audience.

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

## Bear Hunt

---

*Cast:* Two hunters, one bear

*Material:*

---

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

**Hunter 2:** No! It's mine!

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

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

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

**Hunter 2:** And another thing, ...

Suddenly, the bear rises, growls

**Hunter 1:** (pushing 2 forward) OK, you win, its yours. (turns and runs away)

## Bee Sting

---

*Cast:* 2 scouts

*Material:*

---

**Scout 1:** "OOOOOUCH, OOOOOOH, OOOOOUCH"

**Scout 2:** "What's the matter with you?"

**Scout 1:** "A bee's stung my thumb!"

**Scout 2:** "Try putting some cream on it then."

**Scout 1:** "But the bee will be miles away by this time. How can I catch it?"

## Bell Ringer #1

---

**Cast:** Announcer, Hunchback, Applicant, Gendarme

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

---

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

**Effects:** (Knock, knock, knock)

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

**Effects:** (Knock, knock, knock)

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

**Hunchback:** Yeah ! What do you want ?

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

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

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

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

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

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

**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

---

**Cast:** Announcer, Hunchback, Applicant, Gendarme

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

---

(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!

## Bicycle Shop

---

**Cast:** Shop owner, Customer, 3 bicycles

**Material:**

---

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

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

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

**Shop Owner:** Sure thing. Why don't you try them on for size?

(Customer sits on the first bike and it falls down. The second is too big, while the third is too small.)

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

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

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

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

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

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

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

## Biggest Turkey

---

**Cast:** Person in Box, Announcer, Victim

**Material:** Box or suitable covering, regular and serving spoons, stick and log, paper and book, rubber chicken, small cue card

---

Setting: Circus, Boardwalk, Technology Show

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

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

## Blanket Tossing Team

---

**Cast:** about 6 scouts

**Material:**

---

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

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

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

"OK, we're all limbered up now?" The team murmurs in agreement. "Then let's toss Bruce a bit higher. One, two, three!" Bruce comes up, and the team adjusts their position a bit to catch him as he comes down.

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

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

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

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

## Brain Shop

---

**Cast:** Customer, Shopkeeper

**Material:**

---

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

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

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

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

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

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

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

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

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

**Shopkeeper:** Well, it's never been used!

## Brotherhood of Scouting

---

**Cast:** Old Man with a Staff, Spirit of the Wolf Cub, Spirit of the Webelos, Spirit of the Scout, Spirit of the Venture, Spirit of the Scouter

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

---

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

The Old Man is inside the campfire circle, walking slowly with his staff. He is slightly hunched over with age and leans on the staff heavily. The Scouting Spirits are evenly spaced outside the campfire circle, just far enough back not to be seen. (They should speak loud and clearly).

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

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

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

**Spirit Of The Wolf Cub:** I am the Spirit of the Wolf Cub. When you were young, I taught you Sharing and Caring for the World.

**Old Man:** (Resumes shuffling slowly around the campfire). Wolves. I remember Wolves. Riverbanks and the Beaver Pond, making crafts to take home to Mom... <etc.> (The Old Man stops again and stares into the fire.)  
**All Spirits:** A-Ke-Lah

**Spirit Of The Webelos:** I am the Spirit of the Webelos. I taught you to do your best, I led your Pack through the forest and you lived by My Law.

**Old Man:** (Resumes shuffling around the campfire). < Cubs. I remember Webelos. Hot Dog roasts in the bush, my first real camp-out, and of course the Pinewood Derby races... <etc.>. (The Old Man stops again and stares into the fire.)

**All Spirits:** On My Honor

**Spirit Of The Scout:** I am the Spirit of the Scout. I taught you knots and how to camp without a trace, and together we explored the land.

**Old Man:** (Resumes shuffling around the circle). Scouts. I remember Scouts. Long hikes and long camps, breaking lake ice for water in the winter. And then there was Jamboree... <etc.> (Stops and stares into the fire.)  
**All Spirits:** Challenge

**Spirit Of the Venture :** I am the Spirit of the Venture. I taught you leadership and set you free, to test your limits to the skies.

**Old Man:** (Resumes shuffling around the fire). "Oh, yes, Venturers. Attending Jamboree, leading people from around the world into the Rockies. Getting my drivers license and trying to date... <etc.> (Stops and stares into the fire)

**All Spirits:** Service

**Spirit Of The Scouter:** I am the Spirit of the Scouter. I led you to adulthood and self-destiny. We chose to give back the love we were given through Service.

---

**Old Man:** (Resumes shuffling). Scouters. I could never forget Scouters. Helping out at Camporees, putting on District campfires. And camps, camps, camps. (Slows down and begins to sink to the ground. He is dying.)  
**All Spirits:** (Walk straight into the campfire circle from where they stand, if possible. They should all arrive at the Old Man's body at the same time. Wait a moment or two.) We are the brotherhood of Scouting". <Each section says its name in order - Wolves, Webelos, Scouts, Venturers, Scouters.> If you grow up with Scouting you are NEVER alone."

---

## Bubble Gum in the Studios

---

*Cast:* Announcer, Boy

*Material:*

---

Setting: Stage

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

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

**Announcer:** Well, where did you lose it?

**Boy:** Backstage!

**Announcer:** Then why look here?

**Boy:** The lighting is better here!

---

## Bubble Gum on the Street

---

*Cast:* 5 scouts

*Material:*

---

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.

## Bus Driver

---

**Cast:** Several Passengers, Bus Driver, "Stinky"

**Material:**

---

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

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

**Stinky:** Yes.

**Driver:** Hmm. Deodorant?

**Stinky:** Yes.

**Driver:** Hmm. Clean shirt?

**Stinky:** Yes.

**Driver:** Clean underwear?

**Stinky:** Yes.

**Driver:** Change your socks?

**Stinky:** Sure! Here are the old ones!

## C.P.R.

---

**Cast:** 3 scouts

**Material:**

---

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

## Camel Patrol

---

**Cast:** 1 scout plus volunteers

**Material:** towel for turban

---

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

## Camp Coffee

---

**Cast:** 4 scouts

**Material:** large pot, 3 mugs/cups, socks

---

**Scout 1:** (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".

**Scout 2:** (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".

**Scout 3:** (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".

**Scout 4:** (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!"

Variation:

**Scout 1:** Boy, this is sure good soup.

**Scout 2:** Yep, it's got REAL flavor.

**Scout 3:** Sure is, why it's even better than my Mom makes.

**Scout 4:** 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!!!

## Campers and Bears

---

**Cast:** Two campers, bear

**Material:**

---

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.

**Camper 1:** (whispers) I'm sure glad I wore my running shoes today.

**Camper 2:** It doesn't matter what kind of shoes you're wearing, you're not gonna outrun that bear.

**Camper 1:** I don't have to outrun the bear, I just have to outrun YOU!

## Campfire Conference

---

**Cast:** Six to eight campers

**Material:**

---

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.

## Can You Do This?

---

**Cast:** 2 scouts

**Material:** blanket

---

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

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

## Candy Store #1

---

**Cast:** 2 scouts and volunteers

**Material:**

---

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

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

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

## Candy Store #2

---

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

**Material:**

---

Setting: A Candy Store

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

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

**Kid:** Yes, please.

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

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

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

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

**Kid:** Nope! Not today!

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

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

## Change Underwear

---

**Cast:** Drill sergeant, several soldiers

**Material:**

---

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

## City Slickers

---

**Cast:** Two city slickers, Ma, Boy, Sis, Pa

**Material:**

---

The city Slickers drive up in front of the log cabin and honk their automobile horn. Ma comes out of the cabin.

**Ma:** Howdy! What d'ya'll want?

**Driver:** How do we get to Chattanooga?

**Ma:** I don't rightly know, but I'll ask my son. Sonny (calls into the cabin), how do you get to Chattanooga?

**Boy** (comes out): I don't rightly know. I'll ask Sis. Sis! How do you get to Chattanooga?

**Sis** (comes out): I don't rightly know. I'll ask Pa. Pa! How do you get to Chattanooga?

**Pa** (comes out): Let me see now (scratches head). I guess I don't know either.

**Passenger:** Boy, you people are sure dumb. You don't know anything, do you?

**Pa:** Well, it's thisaway. We might not be very smart, but we ain't lost.

## Climb That

---

**Cast:** 2 scouts

**Material:** flashlight

---

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 a 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:** You're on!

**Scout 1:** (pulls out a flashlight and shines 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 it's not fair. I know you, I'd start climbing and I'd get half way and you'd turn the flashlight off!

## Compass

---

**Cast:** Announcer, Scoutmaster, John, Tom

**Material:** maps and compass

---

**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:** Scoutmaster, why should we never buy a TATES compass ?

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

## Complaining Monk

---

**Cast:** Monk, Abbot, narrator

**Material:**

---

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

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

**Monk:** Bad food!

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

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

**Monk:** Uncomfortable bed!

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

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

**Monk:** I quit!

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

## Contagious Disease Ward

---

**Cast:** Narrator, 5 scouts

**Material:** 4 chairs

---

**Narrator:** 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.

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 disturbed 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.

## Crying

---

**Cast:** Crying Person and various others

**Material:**

---

The first person of the team comes on stage crying. The next person comes out, asks the first one what's the matter and the first one whispers in his ear. Then they both start crying, long and loud. Several others come out on stage, one at a time and repeat the same action. When everyone is on stage, crying, moaning, howling, sniffing and so on (using large handkerchiefs that were dipped in water before their entrance and wringing them out splashily) the last person comes out and asks aloud: "Why is everyone crying?" They all answer in unison: "Because we haven't got a skit!"

## Dead Body

---

**Cast:** two scouts

**Material:**

---

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

## Dinner Special

---

**Cast:** two customers, waiter

**Material:**

---

Let actors develop actions and dialogue from the situation

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

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

## Doctor! Doctor!

---

**Cast:** Doctor and patients

**Material:**

---

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

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

**Doc:** Pull yourself together!

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

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

**Pat:** Doctor! Doctor! Everyone keeps ignoring me.

**Doc:** Next!

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

**Doc:** I'll deal with you later.

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

**Doc:** Have you had this before?

**Pat:** Yes.

**Doc:** Well, you've got it again!

**Doc:** You'll live to be 80.

**Pat:** I am 80.

**Doc:** See!

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

**Doc:** Don't lose any sleep over it!

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

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

## Doctor's Office

---

*Cast:* Doctor and three patients

*Material:*

---

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

## Doggie Doctor

---

*Cast:* Doctor and patient

*Material:*

---

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

## Doggie Doo

---

*Cast:* 2 friends

*Material:*

---

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) ep! Feels like doggie doo!

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

**Frank:** (Tastes it) ep! Tastes like doggie doo!

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

## Echo

---

**Cast:** Scout and echo

**Material:**

---

The scout 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 scout and the echo - a person out of the room or out of sight.

**Scout:** Hello

**Echo:** Hello

**Scout:** Cheese

**Echo:** Cheese

**Scout:** Bologna

**Echo:** (silence)

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

**Echo:** Bologna

## Emergency Test

---

**Cast:** Announcer and group of scouts

**Material:**

---

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 Beeeeeeeeep)

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

## Failed Reporter

---

**Cast:** Reporter and four passerbys

**Material:**

---

**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, ...

**Passerby 1:** Wait! Wait! Why are you jumping?

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

**Passerby 1:** Oh. You think you have it bad, I'm a truck driver, and I've got hemorrhoids. I think I'll join you.

**Reporter:** One, two, ...

**Passerby 2:** Wait! What are you all doing?

**Reporter:** We're committing suicide.

**Passerby 2:** Oh, I'm a grade school teacher. I just realized that I can't stand whiney little kids. I think I'll join you.

**Reporter:** One, two, ...

**Passerby 3:** Wait! What are you doing?

**Reporter:** We're committing suicide.

**Passerby 3:** Well I'm a florist, and I've got hay fever. (sneeze!) I think I'll join you.

**Reporter:** One, two, ...

**Passerby 4:** Wait! What are you doing?

**Reporter:** We're committing suicide.

**Passerby 4:** 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) I think I'll hic join you.

**Reporter:** 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.)

## Fire Going Out

---

**Cast:** Two players and a behind-scenes person to move the fire

**Material:** 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!"

## Firing Squad #1

---

*Cast:* Three prisoners, firing squad

*Material:*

---

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.

## Firing Squad #2

---

*Cast:* Rifle squad, Commander, Person to be executed

*Material:* Newspaper

---

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

---

*Cast:* Fisherman and market manager

*Material:* string

---

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.

## Fishing for Suckers

---

**Cast:** Fisher and passerby

**Material:** Can/bucket, fishing rod

---

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

**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 on a Park Bench

---

**Cast:** Three people on bench and policeman

**Material:** 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 sit down again. 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).

Variation:

**Scout 1:** Sure haven't been catching much.

**Scout 2:** I haven't even had a nibble.

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

**Scout 1:** Fishing, sir.

**Policeman:** Can't you tell this is a meeting (or campfire)?

**Scout 2:** No, it's a pond!

**Policeman:** (nudges third scout who is reading a paper) Do you know these two characters?

**Scout 3:** (folds newspaper) Sure, they are my friends.

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

**Scout 3:** Yes, sir. (reaching behind chair, picks up a paddle and acts as if he is paddling away.)

## Fishing Spot

---

*Cast:* Two fishermen

*Material:*

---

(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 Success

---

*Cast:* Five to six fishermen

*Material:*

---

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."

## Fishing Trip

---

**Cast:** 3 (or more scouts) and a leader

**Material:** Fishing gear, a small rowboat 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 Leader are on their way to go fishing. The first Scout stops at the dock then walks out across the water and gets in the boat.

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

**Leader:** 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 Leader tries and fails again. The sequence continues until all the boys are in the boat and only the Leader remains on shore.

**Boy 1:** Should we tell him where the rocks are?

## Flea Circus

---

**Cast:** Ringmaster and assorted scouts

**Material:** Strings, straws, bowl

---

**Ringmaster:** Ladies and Gentlemen, we are proud to introduce the (insert name) Flea Circus. We will now present Hugo, who will walk the tightrope. When he reaches the center, he will turn a double somersault. May we have silence, please?

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

**Scout 1:** (Puts hand over mouth, gulps loudly.) I swallowed Hugo! (Begins to cry and leaves stage.)

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

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

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

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

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

(Boy puts Hector on table, proudly points to him, flexes muscles, and points to Hector again)

**Ringmaster:** (To boy) Hold up that rock so the audience can get a better look at it.

---

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

**Scout 2:** Hector! Hector! (Sobs, hangs head, and leaves stage)

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

(Boy removes shirt, then pretends to place "flea" on his bare back, then runs off stage yelling)

**Scout 3:** Hang on, Harry! (Looks over shoulder while running offstage)

**Ringmaster:** (Relieved) He made it! And now Hiram and Hillary will perform their world famous trapeze act. Hillary will make a triple somersault and Hiram will catch her.

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

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

(Boys begin looking for Hillary on the floor)

**Scout 4:** There she is! (Points to floor near second boy)

**Scout 5:** Where? (Takes a step where other boy pointed.)

**Scout 4:** You just stepped on her! Oh well, she needed more practice, anyway. Say, (to Ringmaster) we have another flea act for you. He's a man eating flea! (Opens box) Oops, he got away!

(Ringmaster begins to scratch frantically, yells help several times, and runs off stage. referably into audience)

## Flora the Flea

---

**Cast:** Performer

### **Material:**

---

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

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

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

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

## Fly in the Soup

---

**Cast:** Customer and Waiter

**Material:**

---

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

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

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

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

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

**Waiter:** Why do you say that sir?

**Customer:** BECAUSE IT'S DOWN UNDER NOW!

Variations (done with different customers):

**Customer:** Waiter! There's a fly in my soup!

**Waiter:** Shh! Everyone else will want one!

**Customer:** Waiter! There's a fly in my alphabet soup!

**Waiter:** He's learning to read!

**Customer:** Waiter! What's this fly doing in my soup?

**Waiter:** The backstroke, Sir!

**Customer:** Waiter! There's a fly in my soup!

**Waiter:** Pass him a life preserver!

**Customer:** Waiter! I just took a fly out of my soup. What do you think you should do?

**Waiter:** Give First Aid!

**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!

## Fools Gold

---

**Cast:** Assayer and three miners

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

---

Assayer sits behind table. First Boy walks up with a sack of candy (or whatever).

**Miner 1:** Can you tell me what this is and how much it's worth?

**Assayer:** It's Fool's Gold

**Miner 1:** What'll I do with it?

**Assayer:** I'll take care of it.

**Miner 2:** Can you tell me what this is?

Assayer gives same answer with same results.

**Miner 3:** What do you have there?

**Assayer:** I got dem fool's gold.

## Four Seasons

---

**Cast:** Narrator

**Material:**

---

**Narrator:** This skit is called the Four Seasons and I need eleven volunteers for this skit. (picking members from the audience) 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.

**Brook:** Babble babble babble babble ...

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

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

**Narrator:** In the fall, the leaves drop from the trees. The birds fly away south.

**Narrator:** 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

---

*Cast:* Artist

*Material:*

---

**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."

## Ghost

---

*Cast:* Several scouts

*Material:*

---

The characters are all members of the patrol. They tiptoe onstage in single file. The first in line points to the woods and says in a stage whisper, "That's where I saw the ghost."

In turn, each boy in the line repeats the message to the next in a loud whisper. The last boy in line whispers, "O-h-h-h, and where were you?" That message travels up the line to the first boy who whispers, "Right here." That message goes back down the line, and the last boy whispers, "O-h-h-h, and where is the ghost now?" In the same way, the following messages go up and down the line:

"Up there."

"How far is that?"

"Five miles."

When the "Five miles" message reaches the last boy, he asks, "Then why are we whispering?" When that message gets to the first boy in line, he whispers, "Because I have a cold!"

## Ghost of Midnight

---

*Cast:* Ghost, four scouts

*Material:*

---

Setting: House at Night

**Ghost:** (Going up to Scout 1, wakes him up -- uses scary ghost voice.) I am the Ghost of Midnight!

**Scout 1:** Ahhh!

**Ghost:** (To Scout 2 -- same thing.) I am the Ghost of Midnight!

**Scout 2:** I'm getting out of here!

**Ghost:** (To Scout 3.) I am the Ghost of Midnight!

**Scout 3:** Help! Mommy!

**Ghost:** (To Scout 4.) I am the Ghost of Midnight!

**Scout 4:** (Looks at watch.) Aww, shut up! It's only 11:45!

## Ghost With One Black Eye

---

*Cast:* Ghost, 3 scouts

*Material:* Dollar bill

---

**Scout 1:** (Bends over; picks up dollar bill.) Wow! A dollar!

**Ghost:** (Comes out, scary voice.) I am the Ghost with one black eye!  
(Scout 1 scared; drops dollar; runs away)

**Scout 2:** (Bends over; picks up dollar.) Wow! A dollar!

**Ghost:** (comes out) I am the Ghost with one black eye!  
(Scout 2 scared; drops dollar; runs away)

**Scout 3:** (Bends over; picks up dollar.) Wow! Money!

**Ghost:** (Comes out.) I am the Ghost with one black eye!  
**Scout 3:** Try and take this and you'll get another!

## Go Cart

---

**Cast:** Driver and Go Cart

**Material:**

---

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

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

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

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

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

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

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

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

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

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

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

## Good Samaritan

---

**Cast:** 4 to 5 scouts

**Material:**

---

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

As he struggles, other Scouts walk casually past. They ignore him, or look with curiosity, but they do not help. Finally, a Scout comes running up and heaves the victim to his feet. The victim is effusively grateful, but the rescuer just looks at his face. He reaches out, plucks something from the victim's forehead, and pops it into his mouth. "Thanks," he says, "I knew I'd lost my gum somewhere around here!"

## Green Side Up! Green Side Up!

---

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

**Material:**

---

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

**Wife:** I like white.

**Husband:** No, how about blue?

**Wife:** How 'bout tan?

**Husband:** Okay.

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

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

After the last room:

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

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

## Hair Cut Machine

---

**Cast:** Barber and Customer

**Material:** Cardboard box, light-colored/tan bathing cap, wig

---

The cardboard box needs to be large enough for a player to poke in his head. Face the opening away from the audience. Set up a striped pole and use a few other barbershop props. The "customer" wears a tight fitting light-colored bathing cap to hide his hair and, over the cap, a long scraggly wig loose-fitting enough that he can shake it off when he needs to but well enough anchored that it won't fly off too early.

Barber is on stage. Customer enters and asks for a hair cut. Barber checks him out, announces he thinks this is a job for his brand new haircut machine, and convinces the customer to try it. Customer sticks his head into the back of the box and barber turns it on (sound effects). Customer yells, flails, flops and goes through incredible contortions, shaking off the wig in the process. Barber, unperturbed, turns off the machine. Customer pulls out "bald" head and races screaming off stage.

## Hairy Hamburger

---

**Cast:** Customer, Waiter, Cook

**Material:**

---

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

## Have You Seen my Belly Button?

---

**Cast:** Dog owner, Passengers on bus

**Material:** 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, "Ah! Belly Button! There you are, you bad dog!"

## Heaven's Gate

---

**Cast:** 5 or more scouts (1 is an announcer, 1 is an Angel)

**Material:**

---

**Announcer:** Here we are at the Gates of Heaven.

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

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

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

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

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

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

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

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

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

**Angel:** How did you suffer?

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

**Angel:** Well, come on in!!

## Highest Tree Climber in the World

---

**Cast:** Two scouts, hidden climber

**Material:**

---

Setting: Campfire

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

**Scout 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?

**Scout 2:** Call out and see!

**Scout 1:** Hey! Tree Climber! You around here?

**Climber:** Yep!

**Scout 1:** You practicing?

**Climber:** Yep!

**Scout 1:** How high are you?

**Climber:** Oh, not high. About 100 feet.

**Scout 1:** Wow! Can you go higher?

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

**Scout 1:** Fantastic! Can you go higher?

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

**Scout 1:** Neato! Can you go higher?

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

**Scout 1:** Great! Can you go higher?

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

**Scout 1:** Gee! I'm amazed!

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

**Climber:** What?!! Ahhhhhh!!!!!! (Thump!)

## Hospital Skit

---

*Cast:* 5 scouts

*Material:*

---

Two scouts hold a large white sheet up in front of a table. Make sure no one in the audience can see behind or over the sheet. A bright lamp is placed behind the table, thus creating 'shadow' figures on the sheet (when seen from the front). One scout lies on top of the table, and two others stand at the side, pretending they are operating on her.

This skit is based on the audience having to use their imagination eg. use some cooked spaghetti as the intestines (they look enormous when seen as a shadow!). Let the audience know what you are taking out. The comment could be... <snip>

Better save that. We'll need it for the autopsy  
What's this doing here?  
I wish I hadn't forgotten my glasses. etc etc.

If the 'patient' wakes up (eg. starts to sit up) pretend to hit him on the head with a large pot, and let someone else make the noise of a pot hitting a plank. Talk the whole time to the other doctor and nurses.

## How Indians Tell Time at Night

---

*Cast:* Announcer and Hidden scout

*Material:*

---

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

## How Much?

---

**Cast:** Cashier, Scout

**Material:**

---

**Scout:** Hi Bob! How much are these eggs?

**Cashier:** Seventy cents a dozen (scanning eggs).

**Scout:** How much for two dozen?

**Cashier:** One dollar and forty cents.

(Scout writes down the prices on a pad as cashier scans each item)

**Scout:** How much is one pound of coffee?

**Cashier:** Two dollars and 89 cents (scans coffee).

**Scout:** How much for one can of peas?

**Cashier:** Thirty-three cents (scans peas).

**Scout:** How much is one box of Betty Crocker Cake mix?

**Cashier:** Seventy-nine cents (scans cake mix).

**Scout:** How much is a pound of American cheese?

**Cashier:** One dollar and 59 cents (scans cheese).

**Scout:** And a bottle of grape juice?

**Cashier:** Seventy-nine cents (scans grape juice). Say, you certainly are keeping good records of what you spend.

**Scout:** One package of oatmeal?

**Cashier:** One dollar and 49 cents (scans oatmeal).

**Scout:** Now, how much does all that cost?

**Cashier:** That's nine dollars and 28 cents. Do you want all this in paper or plastic?

**Scout:** Oh, no! I don't want to buy anything. I just had a math problem today. "How much would the following items cost at today's prices?" Thanks for the help, Bob! Bye!

## How to Wash An Elephant

---

*Cast:* Narrator

*Material:*

---

Before introducing this stunt, choose three people to leave the room. They should not overhear the narrator. Narrator explains to audience that the stunt is called "How to Wash an Elephant", a classic example in communications. He tells the following story and pantomimes the motions as he goes.

**Narrator:** One morning, Farmer Friendly went out to the barn to begin his chores (pantomime walking). He threw open the barn door, and to his surprise, he found an elephant in his barn (pantomime throwing open door, surprise). The farmer didn't know what to do with the elephant so he decided that the first thing to do was to wash it. He led the elephant from the barn (pick up the elephant's trunk and walking with it over your shoulder, open and close barn door). He left the elephant near the pump, got a bucket and scrub brush and pumped the bucket full of water (pantomime the actions). Now he was ready to begin. First he scrubbed the left side (lift up elephant's ear and wash that). Then he was ready for the stomach (lie down on floor; wriggle under elephant and scrub underside). Next, the right side (repeat actions as for left side). Then he scrubbed the elephant's face (pantomime scrubbing between eyes and down length of trunk). Almost done (walk to rear of the elephant, gingerly lift up tail and quickly scrub there). There, that's done! (Pantomime throwing out rest of water, putting the brush in bucket and setting bucket beside pump. Take the elephant by his trunk and lead him back to the barn, open door, lead him in, go out and shut door behind.)

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

After all three have tried their luck, the narrator explains the story and tells them what they were doing.

## I Gotta Go Wee

---

**Cast:** Scoutmaster, three sleeping scouts, little scout

**Material:**

---

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

**Little Scout:** Scoutmaster! Scoutmaster! I gotta go wee!

**Scoutmaster:** Huh? Wha? Go back to sleep.

(The little scout crawls back over everyone and goes back to sleep for 5 seconds. The little scout climbs over all the other sleeping scouts, who try to remain asleep, and shakes the scoutmaster.

**Little Scout:** Scoutmaster! Scoutmaster! I gotta go wee!

**Scoutmaster:** Huh? Wha? Go back to sleep.

(The little scout crawls back over everyone and goes back to sleep for 5 seconds. The little scout climbs over all the other sleeping scouts, who try to remain asleep, and shakes the scoutmaster.

**Little Scout:** Scoutmaster! Scoutmaster! I gotta go wee!

**Scoutmaster:** OK! OK! If you've gotta go, then go.

**Little Scout:** (stands up and waves his hands in the air) Weee!!!!

## Ice Fishing

---

**Cast:** Two fishermen, voice

**Material:**

---

Two scouts come in and act like they are cutting the ice to fish, they stand or sit fishing.

**Voice:** There are no fish there.

(After hearing this they seemed amazed or think the other one is making noises, but they move anyway. Then the two make another hole and start fishing again)

**Voice:** There are no fish there"

(This continues once more and once more they move)

**Voice:** This is the ice rink manager. There are no fish there.

## Important Meeting

---

*Cast:* Narrator/reporter, 4 to 6 scouts

*Material:*

---

Scene: {layers 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!

## Important Papers

---

*Cast:* 4 to 5 scouts

*Material:* Papers, Scout Handbook, toilet paper

---

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.

## In the Furniture Store

---

*Cast:* Salesman and Customer

*Material:* Cup

---

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

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

## Infantry

---

*Cast:* 4-5 scouts

*Material:* small sapling

---

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

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

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

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

## Inspection

---

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

**Material:**

---

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

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

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

## Intelligence

---

**Cast:** 2 diggers, boss

**Material:**

---

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

## Invisible Bench

---

**Cast:** 4 (or more) scouts

**Material:**

---

First boy is squatting as though sitting on an invisible bench.

**Scout 2:** (coming in) What are you doing?

**Scout 1:** I'm sitting on the invisible bench.

**Scout 2:** Can I join you?

**Scout 1:** 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)

**Last Scout:** But I moved it over there this morning!

**All:** AAAAHHHHHH!!!! All seated boys fall down.

## Is It time Yet?

---

**Cast:** Several scouts

**Material:**

---

A number of people are sitting in a row, right leg crossed over left and reading newspapers. The person at the end asks the person next to him "Is it time yet?". The person asked turns to the person on their other side and asks the same question, and the question gets passed from person to person along the line until it reaches the other end. The person at the end looks at their watch, says "Not yet" and it gets passed back along the line.

Everyone sits reading for a while longer, then the first person asks again "Is it time yet?". Once again the message is passed along the line, and the reply is again "Not yet".

After another wait the question is asked again. This time the person at the other end looks at their watch and says "Yes, it's time." When this message reaches the other end of the line, everyone crosses their legs the other way so their left leg is over the right and continues reading

## Joke Teller

---

**Cast:** Several scouts

**Material:**

---

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 scouts 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 asks his patrol leader about what is going on. The Patrol leader explains that everyone knows each other's jokes so well that they have numbered them. Each member just says a number in order to tell a joke. After a while the new scout decides to give it a trial and calls out "52". Nothing happens. He asks the patrol leader why no one laughed. The patrol leader says: "Some people know how to tell a joke, some don't!"

## Jumbo Burgers

---

**Cast:** 2 Scouts, radio voice

**Material:**

---

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

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

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

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

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

## **Knot Demonstration**

---

*Cast:* Demonstrator

*Material:* rope

---

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

## **Leaders Going to the Bathroom**

---

*Cast:*

*Material:* Chair

---

Have the "victims" of your skit/prank leave the campfire circle for a minute, out of earshot. Then tell the audience in a conspiratory tone that during the course of the camp, you have discovered what each of your "victims" do when they go to the bathroom. However, of course they don't know that YOU know, but you're going to get them to demonstrate for the group, one at a time.

Have your "victims" return to the circle. Tell them that you are going to ask each of them to do some sort of action. For example, you can ask the first person to pretend he's a chicken laying an egg, ask the second one to pretend he's riding a bucking bronco, and ask the third to pretend he's piloting a race car.

Each of your victims gets a chance to act out their piece. This will probably bring roars of laughter from the audience because the audience thinks this is how the victims go to the bathroom! The victims will be quite confused as to why people are laughing so hard - until you explain it to them!

## Letters from Home

---

*Cast:* 2 scouts

*Material:* 2 sheets of paper

---

**Scout 1:** (Enters) Gee, it's always nice to get a letter from home when you're at camp.

**Scout 2:** (Enters) Hey, look, I got a letter from my Mom.

**Scout 1:** Me too. Listen, my Mom says she's writing this letter slowly, because she knows I can't read fast.

**Scout 2:** Mine says I won't know the house when I come home.. They've moved!

**Scout 1:** Oh, my Dad has a new job with 500 men under him. He's cutting the grass at the cemetery.

**Scout 2:** Our neighbors started keeping pigs. Mom got wind of it this morning.

**Scout 1:** 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.

**Scout 2:** 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.

**Scout 1:** 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.

**Scout 2:** Oh, dear, there's a P.S. It says, I was going to send you \$10.00, but I had already sealed the envelope.

**Scout 1:** Well, it's nice to know things are normal at home.

**Scout 2:** Yep. (Both exit)

## Lighthouse Story

---

*Cast:* Lighthouse keeper, two friends

*Material:*

---

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 the light. There's a 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 and calls for the doctor. He goes back up.

The 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.

## Lunch Break

---

**Cast:** Narrator, two workers

**Material:** paper bags

---

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

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

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

(Both pretend to eat, then exit.)

**Announcer:** The next day.

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

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

**Announcer:** The next day.

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

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

**Worker 1:** My wife? She's got nothing to do with it. I make my own sandwiches!

## Magician and His Stooge

---

**Cast:** Magician, announcer, assistant

**Material:** A large handkerchief, a stuffed rabbit (or similar), a blanket, flowers, and a bow saw. A top hat, cape (large towel), and a "magic wand" would also help.

---

(The success of this skit depends on the "sight gags", so they must be visually obvious, but also the players must move quickly from trick to trick so that the audience does not think that the end of one trick is the end of the skit. The first trick should take place with the assistant at the campfire entrance so that the audience cannot see his back.)

**Announcer:** [extravagantly] Ladies and gentlemen, I would like to present the camp's greatest magician, John the Incredible!

**Magician:** [bowing] Thank you, thank you! And I would like to introduce my assistant, Ox.

**Assistant:** [enters, tripping over feet, holding rabbit, and bows] (The rabbit has a fine black cord fastened to it, which is tied to his belt buckle.)

**Magician:** And now for my first trick, I'll make a rabbit disappear! [holds large handkerchief up in front of the assistant] PRESTO CHANGO!

[The Assistant flips the rabbit over his shoulder]

**Magician:** And VOILA, No Rabbit!

**Assistant:** [turns to exit, and we see the rabbit behind his back]

**Assistant:** [re-enters without rabbit, with blanket]

**Magician:** Now, it's time to make something magically appear! I place this blanket over my assistants head, speak the magic words,

**Assistant:** [lots of thrashing around under blanket]

**Magician:** Abbracadabra, Alacazam, and [removes blanket] Presto! (We see the Assistant holding flowers, while some are still coming out the end of his sleeve.)

**Assistant:** Sorry Boss, I needed more time.

**Magician:** [sighing] Oh Well. Ox, please fetch the saw.

**Assistant:** [exits]

**Magician:** [with great enthusiasm] This time I'm going to make my assistant disappear!

**Assistant:** [returning] Here' s the saw Boss, what are we going to do next?

**Magician:** [still enthusiastic] I'm going to saw you in half!

**Assistant:** Oh no your not! [exits quickly]

**Magician:** [to audience] See, I told you I could make him disappear.

## Marvin the Flea

---

*Cast:* 4 to 5 scouts

*Material:*

---

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

## Measurement Problem

---

*Cast:* 3 scouts

*Material:* pole

---

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

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

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

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

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

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

**Scout 3:** Hi! (he watches a bit) What are you guys trying to do?

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

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

**Scout 3:** Why don't you just lay the pole on the ground and measure it?

**Scout 1:** (scornfully) Tenderfeet!

**Scout 2:** I'll say. We want to know how tall the pole is - not how wide it is

## Melican

---

**Cast:** Narrator, Melican, 2 hunters, Wiseman

**Material:**

---

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

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

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

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

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

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

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

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

**Hunter 2:** Sugar?

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

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

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

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

## Midnight Stars

---

**Cast:** 3 scouts laying down in their sleeping bags

**Material:**

---

**Scout 1:** Hey Frank! Wake up! Look up and tell me what you see.

**Scout 2:** Huh? What?

**Scout 1:** I said look up and tell me what you see.

**Scout 2:** Oh. I see the wind gently moving the branches of the large pines back and forth. It gives me the feeling of comfort and peace.

**Scout 1:** Hey Joe! Wake up! Look up and tell me what you see.

**Scout 3:** Huh? What?

**Scout 1:** Look up and tell me what you see.

**Scout 3:** Well I see a vast expanse of inky black and the black is dotted with billions of sparkling stars. The vastness of it makes me feel...small

**Scout 2:** Hey John! What do you see when you look up?

**Scout 1:** That somebody stole our tent.

## Mixed Body Acting

---

**Cast:** 4 scouts

**Material:** large shirt with long sleeves, sheet

---

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 as eating from a bowl, tying shoes, cooking such as cracking eggs (on the narrator as one possibility) etc.

## Mr. Kerplunk

---

**Cast:** Announcer, Mr. Kerplunk, Assistant

**Material:** bucket

---

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

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

## Musical Toilet Seat Salesman

---

**Cast:** Salesman, 3 customers

**Material:** cardboard cutouts

---

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:** Do you have "Eat the Rich" .

**Customer 3:** Do you have the "Star Spangled Banner"

**Salesman:** (in response to each) 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:

**Salesman:** 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:** (responding to Customer 3) We have never had an unsatisfied customer, what went wrong?

**Customer 3:** It's that music. Every time I sit down on the toilet, it starts playing the Star Spangled Banner and I have to stand up again!

## Nanook

---

**Cast:** Two scouts as Nanook, one assistant

**Material:** Boots, large long-sleeved shirt, blanket, table, washbasin, shaving cream, razor, bowl of oatmeal, spoon

---

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

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

### Preparation

Nanook is two people. 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 Nanook's hands. The visible Nanook should be a Scout who likes to talk and can keep a happy outlook in the face of some physical discomfort. Collect all materials in advance, and plan the order in which they will be used. Encourage the Scouts to suggest ideas, but do not plan too many activities. The skit should not run more than 10 minutes at the most. A plastic sheet on the floor will help with the cleanup.

### The Skit

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

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

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

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

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

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

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

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

## Napoleon's Last Farewell

---

**Cast:** Narrator, Napoleon

**Material:**

---

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

## New Saw

---

**Cast:** Announcer, Lumberjack, Store Owner

**Material:**

---

**Announcer:** This scene takes place in a hardware store in a small northern 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?

## Nosebleed

---

**Cast:** Person looking down at ground, 4 Pedestrians

**Material:**

---

A person is looking down at the ground.

**Pedestrian 1:** (walking on) Hmm, what's going down, man? (No answer, starts looking down.)

**Pedestrian 2:** (walking on) Hmm, what's going down, man? (No answer, starts looking down.)

**Pedestrian 3:** (walking on) Hmm, what's going down, man? (No answer, starts looking down.)

**Pedestrian 4:** (walks in, looks up for a moment, then asks) What are you guys doing?

**Person looking at ground:** I don't know what these guys are doing, but I've got a nosebleed!

## Outhouse

---

**Cast:** Father, Sons (at least two)

**Material:**

---

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

**First Son:** No Father!

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

**Second son:** No Father

(repeat for other sons)

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

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

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

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

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

## Over the Cliff

---

**Cast:** SPL, patrol

**Material:** Tent bag

---

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

## Panther Tracks

---

*Cast:* Two scouts

*Material:*

---

**Scout 1:** Hey! Look animal tracks! I wonder what kind of tracks are those?

**Scout 2:** They look like cat tracks, big cat tracks. Let's take a closer look.

**Scout 1:** Gee... you don't suppose these are Mountain Lion tracks, do you?

**Scout 2:** (Down on hands and knees examining the tracks with a magnifying glass, looks up and proclaims with certainty) No, these are definitely Panther tracks; absolutely no doubt about it.

**Scout 1:** How can you tell? They just look like big cat tracks to me.

**Scout 2:** Its easy, you just need to be observant, look closely at the bottom of this track over here; see, there is an ant squished at the bottom. And there is one in this track over here too. The animal that made these tracks was purposely stepping on ants as he walked.

**Scout 1:** OK I'll buy that, its a big cat that likes to squish ants, but I still don't see how you can be so sure that it was a Panther?

**Scout 2:** Why its easy, just look at this pattern; (scout pointing to each track in turn and saying to the tune of the "Pink Panther") Dead Ant, Dead Ant, Dead Ant, Dead Ant, Dead Ant, Dead Ant, Dead Ant, Dead Dead Dead Dead Ant, ....."

## Parachute #1

---

*Cast:* Two scouts

*Material:* Small backpack

---

**Scout 1:** This is our top of the line parachute, guaranteed to work.

**Scout 2:** What is this cord for?

**Scout 1:** That's the ripcord, you pull that and the parachute opens.

**Scout 2:** What's this other cord for?

**Scout 1:** That's the reserve chute, if the first one fails to open you pull that cord and the reserve chute opens.

**Scout 2:** What if that one fails to open.

**Scout 1:** Bring it back and we'll give you another one, no charge.

## Parachute #2

---

**Cast:** Narrator, Pilot, Scientist, Priest, Scout

**Material:** 4 Small backpack

---

**Narrator:** A small plane is crossing the mountains. In it are the pilot, a scientist, a priest, and a scout. Suddenly then engine of the plane stops.

**Pilot:** Sorry folks, we've only got three parachutes. Now I'm a father with four small kids and I have to take care of them. I'm taking a parachute. Bye. (grabs parachute and jumps off plane)

**Scientist:** I'm one of the greatest minds in the world. My country needs me. (grabs parachute and jumps)

**Priest:** It's all right son. You take the last parachute and go. I'm prepared to meet my maker.

**Scout:** That's OK Father. We're both going to live. One of the greatest minds in the world just jumped out of the plane with my backpack.

## Patience, Jackass, Patience!

---

**Cast:** Narrator, Mule Driver, Mule, Voice Offstage

**Material:**

---

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

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

**Mule:** Water, master, water!

**Driver:** Patience, Jackass, Patience!

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

**Mule:** Water, master, water!

**Driver:** Patience, Jackass, Patience!

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

**Mule:** Water, master, water!

**Driver:** Patience, Jackass, Patience!

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

**Voice offstage:** Hey! What happened to the fourth day?

**Driver:** Patience, Jackass, Patience!

## **Peanuts**

---

**Cast:** Policeman, Three boys; Police Chief

**Material:**

---

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

**Chief:** O.K. officer. 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!

## **Peanuts in the Lake**

---

**Cast:** Scout, Patrol Leader, SPL, Assistant Scoutmaster, Scoutmaster

**Material:** Bag of Peanuts

---

Each person has a handful of peanuts hidden away (except the Scout whose peanuts are visible), perhaps in campfire blanket pocket. Everyone is present on the stage.

**Scout:** Gee! I've got all these great peanuts! I want to throw some into the lake! I'll go ask my Patrol Leader if I can. Hey Patrol Leader! Can I throw peanuts in the lake?

**Patrol Leader:** Are peanuts biodegradable?

**Scout:** What?

**Patrol Leader:** Are peanuts biodegradable? You don't want to hurt the lake.

**Scout:** Gee, I don't know.

**Patrol Leader:** Then you'd better not throw peanuts in the lake.

**Scout:** (On the side) I'll go ask the SPL.

Repeat the scene through each person. Use appropriate hamming it up and. All still ask the biodegradable question, with the scout occasionally responding, "Bio de what?" "Biodependable?" ("No, Biodegradable!") sometimes being told, "You go to school, don't you? Ask your teacher!" He always responds that he doesn't know and goes on to the next troop member. Finally, he gives up.

**Scout:** Well, I guess I'd better find out what biodegradable means, and if peanuts are biodegradable. (He leaves.)

**Scoutmaster:** Hey gang! He's gone now! Peanuts are biodegradable! (Throw peanuts into crowd.)

## **Peeled Potato**

---

**Cast:** Narrator, King, Knight, Scout, Dragon

**Material:** Potatoes (2)

---

**Narrator:** This story takes place in a small kingdom by the sea. The kingdom was quite peaceful but was plagued by a terrible dragon roaming the countryside. Finally the king called in many wise men to see what could be done. When he received an answer he immediately called in his bravest knight and Boy Scout. (other actors should act out parts when the narrator speaks)

**King:** The wise men have spoken. Though the dragon is protected from weapons because of his magical hide he can be killed by... (pause) hitting him in the eye with a peeled potato.

**Knight:** A potato milord?

**King:** Yes, a peeled potato in the eye. Something about a starch deficiency or whatever. You are the two bravest in the kingdom. Here's a potato for each of you. Now go kill that dragon.

**Narrator:** Now the knight took his potato and immediately went out in search of the dragon. He quickly found it but ... unfortunately he had not yet taken the time to peel the potato and the dragon killed and ate him. (dragon attacks and kills knight).

**Narrator:** Meanwhile the scout was also searching the woods. But unlike the knight the first thing he had done on leaving the castle was to take out his trusty pocketknife and peel the potato. He soon found the dragon feasting on the knight and being quick and quiet, and because his potato was ready, he was able to hit it in the eye and kill it. He then returned to the castle to give the king the good news.

**King:** Fantastic. But why were you able to kill the dragon when my knight failed?

**Scout:** Simple you majesty. (Holding up peeled potato) A scout is always PRE-PARED

## **Pickpocket**

---

**Cast:** Two pickpockets

**Material:**

---

"Freddy Fingers and Hands Harry" meet and embrace each other. They tell where they've been in the last few years, and as they say good-bye, one says to the other, "oh you may want this." He gives back his watch. This exchange of articles continues until one hands back the other person's pair of underwear.

## Pie in the Face

---

**Cast:** Narrator, the three members of the pie in the face team, and the person(s) who delivers the pies to the pie in the face team

**Material:** Pie plates, shaving cream, towels, 3 plastic raincoats

---

This skit works best if everyone in the skit is serious, official, and ceremonious. Play up the ceremony and the official part of the skit.

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

As the narrator continues to talk a person comes out with three pies on a tray and hands them to the three members of the pie in the face team. The narrator describes the various pie in the face throws that have evolved through the centuries. In every case the person in the middle receives the pie in the face. Examples of pie throws are the classic pie in the face, the pie on the top of the head, the double pie in the face, the pies on the side of the head, and the swing, miss and hit. You can have the person in the middle change places and still get a pie in the face. The last thing that happens is that the guy in the middle who was getting all the pies in the face gets the other two members of the pie in the face team.

During all this keep the members of the pie in the face team supplied with pies. This can go on as long as you would like. Another thing is wipe off the pie in the face team faces once in a while. Be original and creative with skit.

## Pilfered Warehouse

---

**Cast:** Manager, Guard, 3 Workmen

**Material:** large cardboard boxes

---

**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.)

**Guard:** Just a moment. What have you got in that box?

**Worker 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.

**Worker 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.

Worker 1 leaves and Worker 2 enters, box draped as before. Guard and workman go through routine of looking in the box. Repeat with Worker 3. After Worker 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!

---

## Poison Spring

---

*Cast:* Several scouts

*Material:* Bucket, ladles, rice/confetti

---

One by one the boys drag on stage crying for water. Each reaches a bucket with a ladle and takes a drink, splashing some water to show there is really water in it and dies. Ham up the dying as much as you want. The next to the last person starts to drink from the bucket, when the last person comes in, sees all the dead bodies and yells for the other guy not to drink from the bucket, that it is poison. The last person throws the bucket in the audience which really only contains rice or confetti; only the ladles had water.

## Professor's Address

---

*Cast:* Announcer, Professor Glitzenshiner

*Material:*

---

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

**Professor Glitzenshiner:** My address is 1234 Pine Street. Thank you.

## Radio Skit

---

**Cast:** Announcer, Listener, various voices

**Material:** Mock up of a radio, drape to divide scene from those providing radio voices

---

(From the audience we see the listener seated in front of the radio. The various voices are gathered behind the drape and must speak in a loud clear voice, or have a microphone and amplifier. The listener must know the script well and "twiddle" the radio dial just at the right points. )

**Announcer:** [stage front] This skit takes place in a living room where a boy is playing with the radio. [exits]

**Boy Scout:** Good morning ladies and gentlemen. Today we are going to discuss the wonderful experience of camping. One of the best places to go camping is ....

**Travel:** ... over the Pacific Ocean. From this height you are able to see the ocean ships as they sail into port. And, just as your plane is ready to land ....

**News:** ...at Buckingham Palace. The Queen will be receiving many of the highest officials, one of whom is ....

**Western:** ... Black Bart, one of the dirtiest and roughest gun fighters in the West. He has killed the Sheriff of Gory Gulch and now has come face to face with ....

**News:** ... the deepest mystery the police have ever had to solve. No one knows .....

**Fashion:** ...what is to be worn on the beaches this summer. First, here is a smart little 3 piece number, the skirt of which can be removed. Our beautiful models wearing the latest bathing apparel ....

**Weather:** ...have caused temperatures to soar to a new high. However, we can look for rain later in the day, which will effect ....

**Boy Scout:** ...the grease pits and latrines. At camp this is very important for cleanliness. Now about setting up tents, first ....

**Cooking:** ...take out the pie shell. While it cools, start to mix the filling by taking a cup of ....

**Western:** ... Sassafras. That's what I said, give me a glass of Sassafras. Make it snappy, or I'll shoot the place up. Now you know who's boss around here! Pete, throw me-a dirty rotten ....

**Cooking:** ... cream pie. Decorate with swirls of whipped cream and ....

**Travel:** ... rub it on your back to comfort your sunburn. For those who burn easily, there is always ....

**Weather:** ... snow which will bring out the overcoats and give us ....

**Fashion:** ... the new covered look. This reminds us of the days when....

**News:** ... The mothers of the ##th Scout Group will hold a bake sale, followed by a guest speaker who will be ....

**Fashion:** ... the Beetles. The Beetles music is again sweeping the country and influencing fashion. Everywhere they go the noise is terrific, reminding one of ...

**Travel:** ... Mount Etna, one of the largest and most exciting volcanoes. In fact there is nothing more exciting than ....

**Boy Scout:** ... the Boy Scouts!

## Reggie and the Colonel

---

**Cast:** Reggie (big, dumb, Bermudas, high socks, safari hat, glasses, down on nose, moustache, carries gun in front of him), Colonel (short, limp, monocle, no gun, just small knapsack, has cane)

**Material:**

---

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

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

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

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

**Reggie:** No. I didn't see it.

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

**Colonel:** Did you see it, Reggie?

**Reggie:** No, what?

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

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

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

**Colonel:** An ooh-aah bird.

**Reggie:** Ooh-aah bird. What's a ooh aah bird??

**Colonel:** An ooh-aah bird is a 2 pound bird that lays a 3 pound egg, like this: Oooooooooooooohhhhhhhhhhhhhhh-  
aaaaaaaaaaaaahhhhhhhhhhhhhhhhh (face lights up). (continue walking).

**Reggie:** (Whispers to audience) Next time I'll say yes - pretend like I saw it. I'll fool him.

**Colonel:** Reggie, Reggie did you see it! (excited)

**Reggie:** I saw it, I saw it!

**Colonel:** Then why in heaven's name did you step in it?!!!

## Rindecella

---

**Cast:** Narrator, actors

**Material:**

---

(As the narrator tells the story the others should act out the parts)

**Narrator:** Once upon a time, in a coreign funtry, there lived a geautiful birl, and her rame was Rindecella. Rindecella lived with her mugly other and her two sad blisters. In that same coreign funtry, there also lived a very pransome hince, called Chince parming. Chince Parming was going to have a bancy fall, and he invited all the people for riles amound, especially the pich reople. Now Rindecella's mugly other and her two sad bilsters went out and bought some drancy fesses to bear to the wancy fall. Rindercella wasn't allowed to go, all she had to wear were some rirty old dags. Finally the bight of the nancy fall came, and the mugly other and the two sad blisters rode off in a cancy foach drawn by bour forces. Rindecella couldn't go, so she just cat down and scried. As she was kitten there scrying, her gairy fodgather appeared! He touched her with his wagic mand, and she was instantly dressed in a geautiful bown of ghite and wold, with matching slass glippers! A kig boach and hix white sorses appeared to bake her to the tall. But the gairy fodgather warned her to me mome by hidnight, or the diss would dresappear and the coach would purn into a tumpkin. When Rindercella arrived at the bancy fall, Chince Parming met her at the door, for he had been watching her from a widden hindow. Rindecella and the handsome chince nanced all dight, until nidnight, and they lell in fove. Suddenly, the clock mid strucknight. Rindecella staced down the rairs and ran away. But as she beached the rottom, she slopped her glass dripper. The dext nay, Chince Parming went all over that coreign funtry, searching for the geautiful birl who had slopped her dripper, for he was luch in move and fad to hind her. After a song learch, he same to Rindecella's kouse. He tried the slass glipper on the mugly other, but it fidn't dit. He tried it on the sin thigly uster, but it fidn't dit. He fried it on the sat ugly fister, but it fidn't dit. Tinally, he fried the slass glipper on Rindecella, and it fid dit; it was exactly the sight rize. So Chince Parming and Rindecella were married and hived lappily after everwards. Now the sloral of this mory is; if you ever go to a bancy fall, and you want a pransome hince to lall in fove with you, don't forget to slop your dripper.

## Root Beer Commercial

---

**Cast:** Actor(s), Director, Cameraman

**Material:**

---

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

**Cameraman:** But Sir!

**Director:** No interruptions! Action!

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

**Director:** Cut! That sounded like you don't like the stuff! Sound sincere! Okay! Let's try it again!

**Cameraman:** But Sir!

**Director:** No buts! Action!

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

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

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

## Sahara

---

**Cast:** 2 thirsty men and narrator

**Material:** cup of water, combs

---

**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.)

## SARGE AND THE PRIVATE

---

**Cast:** Sergeant and private

**Material:**

---

Sarge and private walking.

**Private:** I want to rest!

**Sarge:** No! We have to finish this hike keep going!

**Private:** (whining) But my feet hurt! (Here you can be creative, add a few more excuses...)

**Sarge:** Absolutely NOT!!!

**Private:** Ill cry...

**Sarge:** Go ahead!

**Private:** WaaaaaaHHHHHHHHhhhhhhhhhh!!!!!!!

Here Sarge gives in and they rest. Next the private wants to stop and 'take a wee' (you can always use the "Weeee!" when the Sarge finally gives in after the same Rigamarole. And next a drink, and finally food. But this is only a day hike so there is no food. After more tears, the sarge finds a worm and the private will only eat it (on the threat of more tears) if the sarge eats half. Of course when he finally does, the private starts bawling again and screams

**Private:** (whining) You ate my half.

## School's on Fire

---

**Cast:** Scout and Leader

**Material:** Glass

---

(Scout wanders through area several times holding a glass of water)

**Leader:** What are you doing.

**Scout:** The school is on fire.

**Leader:** How do you expect to put the fire out with a tiny glass of water?

**Scout:** This ain't water, it's gas.

## Scout Socks

---

**Cast:** Leader, 3 Scouts

**Material:**

---

**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.

**Leader:** What do you need 4 pair for?

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

**Leader:** O.K. Here are your socks. Next please.

**Scout 2:** I need seven pair.

**Leader:** What do you need seven pair for?

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

**Leader:** O.K. Here are your socks.

**Scout 3:** I need 12 pairs.

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

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

## Scout Uniform

---

**Cast:** Two scouts in complete uniform

**Material:**

---

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

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

**Scout 1:** First, notice the lovely shade of khaki and red. See how the colors complement each other?  
(Scout 2 acts as a model, posing and waving his hand in a smooth motion from hat to trousers.)

**Scout 1:** Notice the badges identifying the patrol, rank, troop number, office, and council.  
(Scout 2 points to each patch in succession.)

**Scout 1:** Now notice the stiff collar, the neatly sewn shirt buttons, and the absence of lint in his trouser pockets.  
(Scout 2 turns up the collar, pulling his neckerchief askew. He begins to unbutton his shirt, and pulls out his pants pockets, dropping the contents on the floor.)

**Scout 1:** See the neat pant cuffs, shiny leather shoes, and crumpled shirt tails.  
(Scout 2 lifts a pant leg (which stays up), takes off and holds up a shoe, and pulls out his shirt tails and waves them at the audience.)

**Scout 1:** Also check out the regulation hat and belt, clean undershirt, and ears.  
(Scout 2 takes off his hat to show and puts it back a bit lopsided. He unbuckles his belt and leaves it hanging. Then he finishes unbuttoning his shirt to show off his clean undershirt. He sticks a finger in his ear, turns it, and takes it out and inspects it.)

**Scout 1:** Finally, notice the stitched shirt cuffs, color coordinated Scout socks, and clean hands.  
(Scout 2 unbuttons one shirtsleeve cuff and shows it off. He takes off a sock and waves it proudly, holding it up to his shirt for comparison. Then he stuffs the sock partly into a pocket and displays his clean hands.)

**Scout 1:** Thank you ladies and gentlemen for your attention. Scouts, I expect you to wear your uniforms as proudly as my helpful assistant wears his.

## Scoutmaster's Brains

---

**Cast:** Narrator, Scout, Salesman

**Material:**

---

**Narrator:** A Scout goes to the scout trading post.

**Scout:** I'd like to buy some tenderfoot brains.

**Salesman:** That'll be 25 cents. (money and brains exchanged).

**Narrator:** Six months later.

**Scout:** I'd like to buy some second class brains.

**Salesman:** That'll be 50 cents.

**Narrator:** six months later

**Scout:** I'd like to buy some first class brains.

**Salesman:** That'll be 75 cents.

**Narrator:** A year later.

**Scout:** I'd like to buy some Star brains.

**Salesman:** That'll be \$1.00.

**Narrator:** A year later.

**Scout:** I'd like to buy some Life brains.

**Salesman:** That'll be \$1.25.

**Narrator:** A year later.

**Scout:** I'd like to buy some Eagle brains.

**Salesman:** That'll be \$2.00.

**Narrator:** 15 years later.

**Scout:** I'd like to buy some Scoutmaster's brains.

**Salesman:** That'll be 200 dollars an ounce.

**Scout:** 200 dollars! Why so much?

**Salesman:** Do you have any idea how many Scoutmaster's it takes to get an ounce of brains?

## Scoutmaster's Gift

---

**Cast:** 3 to 4 scouts and a Scoutmaster

**Material:**

---

Each scout brings in a wrapped present. The "presents" can be anything (paper clips, envelopes, a pencil, a block of wood). The Scoutmaster (camp director) being honored stands in front of the group.

Scout 1 comes up with his present [paper clips, for example] and gives it to the SM.

**SM:** (opens the package) Oh gee, paper clips! How nice!

**Scout 1:** Oh it was nothing, Mr. Jones. My dad works in a paper clip factory.

Scout 2 comes up with his present (envelopes, for example) and gives it to the SM.

**SM:** Oh boy, envelopes. Thanks, Tommy.

**Scout 2:** No problem, Mr. Jones. The old man works in a stationery store.

And so on to the last one -- Last scout comes up with a box, dripping water out of the bottom

**Last Scout:** I'm sorry, Mr. Jones, but my dad works at the sewage treatment plant.

## Shrimpy Boxer

---

**Cast:** Announcer, big boxer, 72 pound weakling

**Material:** Frying Pan

---

**Announcer:** Ladies and Gents! May I bring your attention to the center ring where we will have our main attraction! Little John will be fighting against a new contender, named Shrimpy! 1-2-3 Go!

They box -- Shrimpy gets hit this way, that way, is really losing until at the last moment, he throws one weak punch and Little John falls unconscious.

**Announcer:** 1! 2! 3! Shrimpy wins! Now let's look at that in slow motion!

Boxers get up, and the scene repeats itself slowly in slow motion, and when Shrimpy is throwing his punch, someone quickly -- and I mean unaffected by slow motion -- runs up and swings the fry pan against Little John's head.

Version 2:

Similar to the above, but it never gets to the fight. The Announcer is explaining the rules and says "We'll have none of this!" (kicks Little John in the groin) "Or this!" (breaks arm over his knee) "Or this!" (kicks in the knees) "And of course this! is prohibited!" (hits over the head with the fry pan) "Understood? Good! Go!" And of course one weak punch from Shrimpy knocks him out.

## Sidewalk Climbing

---

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

**Material:** 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....

**Passerby 1:** 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)

**Passerby 1:** You're crazy! (Passer-by walks off, climber continues to make the climbing action across the floor.)

**Passerby 2:** Hey mister, 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!

**Passerby 2:** What a nut! (The passerby 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.)

**Passerby 3:** 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!

**Passerby 3:** 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! (Passerby 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!")

**Passerby 3:** (Looks at audience with a sheepish look on his/her face, shrugs shoulders, and quietly walks off the stage.)

## SMOKE SIGNALS

---

**Cast:** Two scouts

**Material:**

---

**Scout 1:** Hey, look over there, smoke signals.

**Scout 2:** Oh yes, what do they say?

**Scout 1:** Help.....My..... Blankets.....On.....Fire. (Scouts shrug shoulders and walk away)

---

## Someone Chanted Evening

---

**Cast:** Friar and monks

**Material:** Blankets and rope to make Monk's Cassock

---

**Friar:** Good morning, everyone.

**Monks:** Good morning.

**Friar:** For our Matin, we are going to practice chanting. All together now, repeat after me: (Chanting) Morning, morning, mor-or-ning.

**Monks:** (Rather raggedly) Morning, morning, mor-or-ning.

**Friar:** Not bad, but we need to get more feeling and rhythm into it. Let's try again. (A couple more attempts are made, each one better, then on the third try it sounds excellent, but one Monk chants loud and clear, "Ev-en-ning".)

**Friar:** Cut, Cut! What was that?

**Monk:** That's wrong, Friar? I thought it sounded good.

**Friar:** (Breaking into song) Someone Chanted Evening!

## Sounds of the Lost Scoutmaster

---

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

**Material:**

---

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

**Storyteller:** You know, I love camping. It's not like being in the city at all. You hear sounds that you can only hear out in the country. For instance, lots of birds. (Bird chirps a lot, sings a bird song.) Ah, isn't that lovely? And the frogs. They have one of those great sounds. (Frog calls out ribbit sounds.) And though there's breeze in the city, it's just not the same as the breeze in the country. (Light breeze being called out.) Let's face it; there are trees in the city, but how many? The breeze through a forest is so nice (Light breeze, slight swishing of the trees.) But the sound I love to hear the most when I go camping is the sound of the Lost Scoutmaster. (Heavy thumping of the feet; calls out, "Where in the world am I?")

## **SPL's Too Tough To Be Tasty**

---

**Cast:** Mama Bear and Storekeeper

**Material:**

---

A mamma bear (or other large carnivore) enters a butcher shop. She asks the butcher what he has special today.

**Storekeeper:** "Road kill possum, only \$.50/LB"

**Mamma Bear:** "No thanks what else?"

**Storekeeper:** "Fresh venison \$1.00/LB"

**Mamma Bear:** "No thanks, had that last week."

Proceed through several more choices each slightly more expensive than the last. The shopper refuses each one.

**Storekeeper:** "How about some fresh Boy Scout, \$30.00/LB"

**Mamma Bear:** "Thirty dollars a pound? Why so expensive?"

**Storekeeper:** "Did 'ya ever try to clean one?"

## Split Ball

---

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

**Material:** Two flashlights, sheet or lightweight curtain through which a light can shine

---

**Scene:** Practice field. The front stage is very dimly lit. Across the back is a sheet or lightweight curtain through which a light can shine. The success of the stunt depends on the ability of the pitcher, catcher, and flashlight operators to coordinate their movements. The pitcher pantomimes a throw. When he says, "There," a flashlight operator turns on his light and makes it shine through the screen. The light moves along the screen to resemble the flight of the ball. The catcher pretends to catch the ball, and the flashlight goes off. The movement may or may not mimic the flight of that kind of ball in a real game.

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

**Bill:** Hi, Bud.

**Bud:** Hi, Bill.

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

**Bud:** Oh, come on, Bill!

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

**Bud:** Well, I am flattered.

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

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

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

**Gentlemen:** Thank you.

**Bud:** Shorty?

**Shorty:** (appearing) Yes, Bud?

**Bud:** What shall I start with, Bill?

**Bill:** Start with your fast ball.

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

**Bill:** A slow ball.

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

**Bill:** A curve ball.

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

**Bill:** A knuckle ball.

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

**Bill:** How about a sinker?

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

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

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

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

---

## Star Gazing

---

*Cast:* Several scouts

*Material:*

---

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!"

## Submarine Patrol

---

*Cast:* Several scouts

*Material:*

---

All the Scouts are standing in a line one behind the next. Each time the first boy says his line to the second boy. The second boy repeats it to the third. This continues until it reaches the last boy in the back. The boy in the back then replies. This message gets relayed to the front in a similar fashion.

**First to last:** Lower periscope (last boy flips a switch)

**Last to first:** Periscope lowered (first boy turns his hat backwards and looks through periscope)

**First to last:** Fire torpedo 1 (last boy flips a switch)

**Last to first:** Torpedo 1 away.

**First to last:** We missed.

**Last to first:** Darn!

**First to last:** Fire torpedo 2 (last boy flips a switch)

**Last to first:** Torpedo 2 away (All the boys get into a football huddle, arms interlocked)

**All together:** "We sunk a rowboat! We sunk a rowboat!"

## Three Against 1000

---

*Cast:* Three soldiers

*Material:*

---

Three guys all bandaged up and smeared with dirt and blood come dragging into the meeting with the disbelieving tail the fantastic battle that they had just gone through.

**Soldier 1:** What a battle, what fantastic odds, we never should have attempted it in the first place, 3 against a 1000, unbelievable.

**Soldier 3:** Yeah they were the toughest three guys I've ever seen.

## Three Rivers

---

**Cast:** prospector, two tired hikers, and a "dog"

**Material:**

---

Scene: An old prospector seated around his campfire eating dinner. First tired hiker walks up to the campfire.

**Hiker 1:** 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.)

**Hiker 1:** "Well, thanks for the grub. I've got to be moving on."

Hiker 1 leaves and prospector continues eating. Hiker 2 walks up to the campfire.

**Hiker 2:** 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.

**Hiker 2:** (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.)

**Hiker 2:** I've got to be going; thanks for the food. (Hiker leaves and prospector finishes eating.)

**Prospector:** Well, that was mighty good grub. Now, time to clean the dishes. (Prospector puts dishes on the ground and whistles). Three Rivers! Here, Three Rivers. ("dog" comes running and starts cleaning the plates.) Good dog, Three Rivers.

## Three Scoops

---

**Cast:** Several scouts

**Material:** Wooden spoon

---

Basically, you get the Den or Patrol together, and they sing,

*"We're three scoops of raisins,  
three scoops of raisins,  
We're three scoops of raisins--  
In Kellogg's Raisin Bran!"*

At this point, another scout comes running out with a big wooden spoon, saying, "Yum yum, raisin bran, ohh boy, I love raisin bran," and he grabs one of the raisins and drags him off kicking and screaming. He comes back in a few seconds later, licking his spoon in a satisfied manner.

Now the raisins singe, "We're two scoops or raisins," etc. Same thing happens again--guys grabs one of the raisins, drags him off. When you get down to the last guy, he sings, "I'm one sc--sc--oop of r-r-r-raisins," etc., "In K-K-K-elllogg's Raisin B-B-B-ran," looking around in a terrified manner.

Of course, the guy comes charging out, waving his spoon, at which point the raisin exits, singing, "Oh I wish I were an Oscar Meyer Wiener..."

## THREE SCOUT LEADERS

---

**Cast:** Three Scout Leaders

**Material:**

---

**Leader 1:** These scouts today don't know they're born. I can remember the scout hut that we had. There was a hole in the roof, which let the water in when it were raining.

**Leader 2:** A roof with a hole in it, that were luxury. We had an old tarpaulin sheet slung over the rafters. Us older lads had to hang onto it during the meetings, case it blew away in the wind.

**Leader 3:** Rafters, now there's a luxury. When I was a scout our hut had no roof at all, and we kept out the rain with some old bits of sack, held up with twigs.

**Leader 1:** We couldn't get twigs. We had to hold the roof up with our bare hands. Those were the days.

**Leader 2:** I remember when us lads used to go to camp. We loaded all our gear onto an old army truck and drove to the campsite singing songs.

**Leader 3:** We had no time for singing. We used to pull all our gear along on an old cart with wooden wheels. And the wheels used to get bogged down in the mud.

**Leader 1:** A cart with wheels, now that's what I call a luxury. We just had an old cardboard box to put all our camping gear in, and when it rained all our gear would get soaking wet, and fall into the mud, but we were happy.

**Leader 2:** Yes, those were the days.

**Leader 3:** We had some nice tents though, big green ones, slept 6.

**Leader 1:** Six? Luxury, our tents were so small, you had to sleep sitting up.

**Leader 2:** We didn't have any tents at all in my troop. We used to curl up in a hole that we'd dug in the ground, but we were happy.

**Leader 3:** We couldn't afford a hole in the ground, we used to sleep in a puddle.

**Leader 1:** Yes these youngsters today don't know how lucky they are, but if you told them all these things they would never believe you.

## **Ticket Line**

---

*Cast:* Four scouts in line, one scout walking up

*Material:*

---

Fans are standing in line waiting to buy tickets for the big game, movie, or concert. Four fans are standing in line, saying how much they want to attend the event and wondering when the ticket window is going to open to sell tickets. A person walks up to the front of the line. The fans get upset telling him to not butt in line and to go to the end of the line and began to shove him back. This person tries once more to reach the front of the line and then gives up and says something to the effect; "I'm giving up, they can get someone else to open this ticket window.

## **Time on the Park Bench**

---

*Cast:* Scout on bench, several scouts passing by

*Material:* Newspaper, Paper and Marker

---

A Scout is sitting in a bench in the park reading the newspaper, getting tired he lies down for a nap. A few minutes later a Scout comes by, wakes him and asks for the time. The Sleeping scouts says its 6:45. The Scout goes back to sleep. Repeat this process three times, with it being thirty minutes latter each time( 7:15, 7:45, 8:15). The Scout then takes out a marker and writes on the paper, "I don't have the Time!", places it over his head and goes back to sleep. The final Scout walks up; reads the message, wakes the sleeping scout up and says: "Hey, its a quarter to nine!

## Titanic

---

**Cast:** Director, First Mate, Captain, Camera Man, and Narrator

**Material:**

---

**Narrator:** We are filming the last scene of our motion picture, "Titanic". (Introduce Characters) Lets watch and see what happens.

**Director:** (to First Mate) 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!

---

## Toothache

**Cast:** Boy with toothache, several others

**Material:**

---

A boy with a toothache complains to another boy. The other boy says he will help and pulls out tooth with a pair of pliers. The boy with the toothache says wrong tooth. Another person comes along and gives him some apples saying that will cure his toothache. Boy ends up with a stomachache. Another person says to tie a string to his tooth and tie the other end to a door. The door slams in the face of the boy with the toothache. He now has a toothache, headache, and a stomachache. Another person enters with some hedge clippers or a axe or something. He says, "I hear you have a toothache". The boy with the toothache says, "Not that !" and runs off the stage.

---

## Toothpaste

**Cast:** Four of more people

**Material:** Two cups of water

---

The people in the skit all line up in a row in front of the audience. The first person in line has water in his cup and the last person in line has an empty cup with some water hidden in his mouth.

The skit starts off with the narrator saying something about this is a demonstration of how a person can brush his teeth when there is a shortage of water. The first person takes a drink of water from his cup and proceeds to brush his teeth with his finger. After a few seconds he stops and places his head against the ear of the next person in line and that person's cheeks begin to bulge out as the first persons deflate. This person (the second person brushes his teeth with his finger for a few seconds and then puts his mouth against the next person's ear with the same results and son on down the line until the last person in line in reached. This person upon finishing brushing his teeth releases the water he has in his mouth into the cup in his hand.

## **Waiter**

---

**Cast:** Three scouts, waiter

### **Material:**

---

Three Scouts are seated in a restaurant. A waiter approaches them.

**Waiter:** What'll you have?

**Scout 1:** I'll have a tuna on rye.

**Waiter:** Why tuna? Salmon's much better. And have it on whole wheat, it's healthier.

**Scout 1:** Okay, okay. Make it salmon on whole wheat.

**Waiter:** And you?

**Scout 2:** I'll have bacon and tomato on toast. And coffee.

**Waiter:** Bacon's not good for you. And coffee strains your heart. Have a nice roast beef sandwich and a cup of tea.

**Scout 2:** Okay, make it a roast beef sandwich and tea.

**Waiter:** How about you?

**Scout 3:** What do you suggest?

**Waiter:** Who has time to make suggestions?

## Wal and Ches, The Nutt Bros.

---

**Cast:** Announcer, Wal and Ches

**Material:** A bathing suit and a flower

---

**Announcer:** Welcome to another weekly episode of Wal and Ches, the Nutt brothers. As we join them, we find they are sitting outside the General Store.

**Wal:** Ches, I thot you was workin' for Miz z Jones, paintin' her porch?

**Ches:** Was, got fired.

**Wal:** Miz z Jones fired you when you were paintin' her porch? How could that be?

**Ches:** She sent me out back with a bucket a' green paint, an' I started paintin' but she was sure mixed up 'cause it wasn't no Porch, it was a Mercedes.

**Ches:** Say, Wal, why have you got your bathing suit on?

**Wal:** Well, I was gonna go and clean up the attic.

**Ches:** So?

**Wal:** Ma said there was a creek in the steps, so I didn't want to get my clothes wet.

**Wal:** By the way, I saw you in the General Store here [jerks thumb backwards] this morning runnin' around on top of a big cardboard box. How come?

**Ches:** Just doin' what I was told. The instructions on the box said "Tear Around Here".

**Ches:** Hey, Wal, why didn't the animals on Noah's ark play cards to pass the time?

**Wal:** I don't know. Why didn't the animals on Noah's ark play cards?

**Ches:** They couldn't, they were standing on the deck.

**Ches:** Say, what are you doin' with that flower on your head, the hippie days are gone?

**Wal:** Somebody said I was just a bloomin' idiot, so I thought I'd better look the part.

**Ches:** [disgusted] Goodnight!

**Wal:** Yep, you're right, it's time to go. Say Good Night Ches.

**Ches:** Good Night Ches! [both bow and exit]

## Why Are You Late?

---

**Cast:** Boss, 4 Workers

**Material:**

---

Setting: Office

**Boss:** Why are you late?

**Worker 1:** (Rushing into work, breathless.) Sorry I'm late, Boss. My car broke down, so I took the bus. But the driver hit a tree, so I had to take a cab. And it broke down, too. Fortunately, I was near a stable so I borrowed the horse. But it ran so fast that it had a heart attack and collapsed. I had to jog the rest of the way!

Workers 2 and 3 come in late with exactly the same excuse. The boss becomes a little bit more exasperated each time, until Worker 4 finally comes in, late of course.

**Boss:** Why are you late? No, wait. Let me guess. Your car broke down, so you took the bus. But the bus driver hit a tree, so you took a cab. And it broke down too. Fortunately, you were near a stable and so you borrowed the horse. But it ran so fast that it had a heart attack and collapsed, so you had to jog the rest of the way, right?

**Worker 4:** No boss, you got it all wrong! The streets were so crowded with broken down cars, buses and cabs, trees, dead horses, and worst of all some crazy joggers that I couldn't get through!

## Wide Mouthed Frog

---

**Cast:** Narrator, Wide Mouthed Frog, Cow, Bird, Stork

**Material:**

---

**Announcer:** 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.

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

**Cow:** I feed my babies milk.

**Frog:** OOOOHHH

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

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

**Bird:** I feed my babies worms.

**Frog:** OOOOHHH

**Announcer:** The frog hopped over to the creek and came upon a stork. He hopped over to the stork and said:

**Frog:** HELLO MRS. STORK, I'M THE WIDE MOUTHED FROG, TELL ME WHAT DO YOU FEED YOUR BAAABIES.

**Stork:** 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.

## Yapoocha

---

**Cast:** Indian Chief, several Indians

**Material:**

---

A tribe of "Indians" are dancing around their fire, while the "Chief" sits cross legged to one side. After a while they all stop dancing, and one approaches the chief. "Oh great chief, is it time for Yapoocha?" The chief looks up at the stars and the moon, then shakes his head. "It is not yet time for Yapoocha".

The dance continues for a while, then stops and someone else approaches the chief and asks the same question. Once again the chief looks at the stars and the moon and answers, "It is not yet time for Yapoocha".

The dancing carries on again, then stops and yet another person approaches the chief. This time the chief looks at the stars and moon, pretends to think hard for a moment, then says, "Yes, now is the time for Yapoocha!" The "Indians" then make a line, and start dancing the "Hokey Pokey" - "Yapoocha left hand in, yapoocha left hand out..."

## Yellow Fingers

---

**Cast:** The King, General, Knight, Sergeant, Page, and the Monster.

**Material:**

---

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

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

**General:** Yes, Sir, I will go, anything to save the camp.  
(The General leaves and you hear a struggle and a deathlike scream)

**King:** The General has failed. Knight, you must slay Yellow Fingers and save the Camp.

**Knight:** Yes, Sir, I will go and save our Camp, I am prepared.  
(The Knight leaves and you hear a struggle and a deathlike scream)

**King:** Call for my Sergeant at Arms, He must save the camp.

**Sergeant:** (acting afraid) Oh, my King, I don't think I have the training or skill to go into the Dark Forest, Isn't there anyone else?  
(The Sergeant leaves and you hear a struggle and a deathlike scream)

**King:** My General, my Knight and my Sergeant at Arms have all failed, Now who shall do battle?

**Page:** I will. I will do it for my King and the Camp.

**King:** But you are only a page. You cannot believe that you have the skills to travel through the Dark Forest.

**Page:** Send me Sir, I shall kill the beast.  
(The page leaves and you hear a struggle and the page returns)

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

**King:** Page, how is it that my General, Knight and Sergeant at Arms all failed, but you, a mere page has saved the camp?

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

## You Need a Tie, Sir

---

**Cast:** Person, 3 Tie Salesmen, Maitre d'

**Material:**

---

The Sahara

**Person:** (Gasping) Water! I need water!

**Salesman 1:** Sir! Would you like to buy a tie? This one would look so good on you!

**Person:** I want water, not a tie!

**Salesman 2:** (After a pause) Sir! We're having a tie sale. Would you like to buy a nice tie for a great price?

**Person:** I'm dying of thirst, and you want to sell me a tie?

**Salesman 3:** (After a pause) Sir! I have these fine silk ties at reasonable prices. Would you care to look at my stock?

**Person:** Sheesh! What kind of people sell ties in the middle of the desert to thirsty people? (After a pause; looks to the distance) An oasis! I'm saved! (Scrambles over.) Sir! Please! I would like to buy a glass of water!

**Maitre d':** I'm sorry Sir, but you can't enter this restaurant without a tie.

## Yukon Winter

---

**Cast:** Narrator, Kent, Jason, Indian

**Material:**

---

**Narrator:** One day Scouter Kent (camp chief) and Scouter Jason (assistant camp director) decide to get away from it all and move to the Yukon. They sell everything and pack up for a long trip to the Yukon by canoe (get in and row) finally arriving in a sheltered valley they decide that this is the place for them.

**Kent:** Nice place, lets build a log cabin.

**Jason:** Yeah.

**Narrator:** So they build a cabin after all that work, they have a nice log cabin to survive the harsh weather of the north. Now fall is at the door.

**Kent:** Winter's is coming and we need to cut firewood.

**Jason:** Yeah.

**Narrator:** So they start cutting wood with ax and saw -- cut and saw and saw and cut 5 cords, 10 cords, 15 cords (neatly piled as good scouts know how).

**Kent:** Hey Jason, think we have enough for the winter?

**Jason:** I don't know.

**Kent:** I heard that there is an old Indian on top the mountain that can tell what winter is like here. Lets' go and see him".

**Jason:** Yeah, OK.

**Narrator:** So they pack up and start the long trek to the top of the mountain, through the woods. (Demonstrate going through rivers, mud, climbing a cliff, rain, encountering bears, mountain lions, cats, chickens [wild variety demonstrate the trip]). They finally arrive at the top of the mountain where they find an old Indian sitting on a rock.

**Kent:** Oh Great One I was told that you can tell us how the winter will be. Please help us. We are from the south and we had warm winters and oil heaters!

**Jason:** Yeah.

**Indian:** (gets up and goes to the edge of the mountain, looks around putting his hand to his brow looks straight in front of him) Cold winter, long winter. (He goes back to his rock.)

**Kent:** Thank you wise Indian.

**Jason:** Yeah, thanks.

**Narrator:** So they turn back to their cabin. (Demonstrate trek in reverse).

**Kent:** I do not think that we have enough wood for the winter let's cut more.

**Jason:** Yeah, yeah.

**Narrator:** So for the next two weeks, they cut wood -- 20 more cords. Now they had 35 cords and the snow started falling in the valley and it was cold.

**Kent:** Now we have 35 cords, this should be good for winter.

**Jason:** Yeah.

**Kent:** We should go and see the Indian to ask him how the winter will be.

**Jason:** Yeah.

**Narrator:** They repeat the trek to find the Indian on his rock on the top of the mountain.

**Kent:** Oh Great One how will the winter be?

**Indian:** (gets up goes to the edge of the mountain looks around puts both hands to his brow) Cold winter, cold winter, long winter!

**Jason:** Oh yeah?

**Kent:** Thank you Great One.

**Narrator:** So back to camp they go. Snow is falling more and more now it is November. Again they cut wood, day and night now they have cut 25 more cords, 60 cords in all.

**Kent:** I think this should be plenty for the winter. But we should see the Indian to be safe.

**Jason:** Yeah.

**Narrator:** So again they trek up the mountain for the third time. (Demonstrate trek again) All tired and sore from their encounters. Finally, 5 days later, they got to top of the mountain where the old Indian covered with snow sitting on his rock as usual.

**Kent:** Oh Great One, tell us one more time what will the winter be like?

**Jason:** Yeah.

**Indian:** (Again the Indian gets up goes to the edge of the mountain and putting his hand to his brow) Big winter, very big winter.

**Kent:** Oh Great One tell me how you know this. Is it because of the mountains, the animals? I want to learn how to read signs of nature.

**Jason:** Yeah.

**Indian:** Easy I look down in the valley and from here, I can see two white men cutting and piling wood like crazy!