

Echo Point

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

Cast: Guide, Tourists, Echo hidden in the bushes

Setting: A Tour of the Countryside

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

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

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

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

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

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

Echo: Baloney!

Elevated Gum

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

The Elevator

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

Emergency Room Doctor

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

The Enlarging Machine

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

A dime becomes a quarter.

A string becomes a coil of rope.

A newspaper page becomes the Sunday paper.

Set up a sheet as a backdrop, and hide a Scout behind it with the large objects and a bucket of water. The Professor will be in front of the sheet with the small objects. If it is dark, you will need a spotlight on the action.

The Skit

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

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

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

Variation

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

Eskimo Pie

Scene: Group of Cub Scouts around a table.

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

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

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

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

Cub 4: Walrus eyes? Are you sure?

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

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

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

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

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

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

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

Cub 4: Oh yeah, go ahead.

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

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

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

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

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

The Failed Reporter

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

"Wait! Wait! Why are you jumping?"

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

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

"One, two, ..."

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

"One, two, ..."

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

"One, two, ..."

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

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

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

-- Thanks to Bob Jenkins

The Fire

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

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

-- Thanks to Scouting (UK) magazine

Firebuilding

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

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

Best skit and Best con at summer camp.--

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

The Firing Squad

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

Version 2:

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

Cast: Rifle squad, Commander, Person to be executed

Setting: Jail

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

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

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

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

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

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

FIRE! It fits!

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

Fish Market

Two people, one a fisherman and the other a fish market manager come on stage and hold a long cord between them. The fish market man attempts to call the fisherman on the telephone to see if he has any fish today, the fisherman acts as if he can't hear him. Volunteers are brought out of the audience and hold the cord between the fish market man and the fisherman one or two at a time with the market man attempting to call each

time. When several people are holding the line, the market man is able to communicate with the fisherman. The fisherman says that he doesn't have any trout but he does have a lot of suckers hanging on a line showing the line the volunteers are holding up.

Fishin'

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

Passerby: "What are you doing there then?"

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

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

Fisher: "I'm fishing for suckers."

Passerby: "Have you caught any?"

Fisher: "Yes you're the third today"

Fishing

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

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

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

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

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

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

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

Andrew: O.K. (gets oars ready)

Robert: Did you use a map to get here ?

Andrew: Nope.

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

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

Fishing on a Park Bench

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

Fishing Success

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

The Fishing Trip

Cast: 4 to 8 Cub Scouts.

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

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

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

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

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

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

Flasher

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

Flea

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

The Flea Circus

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

[Boys begin looking for Hillary on the floor.]

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

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

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

[Ringmaster begins to scratch frantically, yells help several times, and runs off stage. (Preferably into audience. ;)]

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

[Curtain]

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

Flora the Flea

Cast: Performer

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

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

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

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

Fly in the Soup

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

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

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

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

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

Waiter : Why do you say that sir ?

Customer: BECAUSE IT'S DOWN UNDER NOW !

Flying High

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

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Food, Water & Mirror on the Sahara

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

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

Setting: Sahara Desert

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

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

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

The Fortune Teller

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

The Skit

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

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

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

After several of these, the Scapegoat is summoned from the audience. The announcer asks what he has to show the Fortune Teller. No matter what the Scapegoat suggests, the Announcer says it is not good enough. Either it has been done before, or it is too easy, or "That's no fun!", or any other reason. Finally, the Announcer suggests that the Scapegoat try his shoe, and makes him take it off.

The shoe is handed to the Fortuneteller, who repeats her mumbo jumbo. (If the Fortune Teller is a good pantomime, this is a wonderful opportunity to make faces, hold her nose, etc.) She then announces, "You will take a long walk in the woods!" She throws the shoe far into the woods.

Four Leaf Clover

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

The Four Seasons

The narrator narrates, everyone else is volunteers.

"I need eleven volunteers for this skit."

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

"Babble babble babble babble ..."

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

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

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

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

-- Thanks to Bob Jenkins

Fred the Trained Flea

"Here in my hand is Fred the Trained Flea. Fred will perform for you some amazing feats. Watch closely."
"Fred, do jumping jacks! Very good! Cheer, everyone!"
"Fred, do a somersault!"
"Fred, do a high jump!" Watch him go way up, then back down.
"Now Fred will do a long jump. I need a volunteer to catch Fred." Pick a scoutmaster, or someone in authority.
"Fred, do a long jump!" Watch Fred jump to the volunteer "Oh! He seems to have jumped into your hair!"
Walk over to the volunteer, start picking through their hair. "Here we are .. no, that's not Fred." toss the flea over your shoulder "Ah! No, that's not Fred." "That's not Fred." "Fred, are you in there?" "That's not Fred either."
"Boy, there's a lot of fleas in here." "Fred? Fred?" ...
-- Thanks to Bob Jenkins

Friends of Years

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

The Frightened Hunter

Cast: Story teller, hunter, game warden

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

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

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

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

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

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

Game Show

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

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

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

Bring in the first contestant...

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

Bring in the next contestant...etc

This skit is generally really effective and is good for a few laughs if nothing else.

-- Thanks to James Brezina

Gathering of the Nuts I

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

Gathering of the Nuts II

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

Vincent: Now I will need some birds to twitter among the trees.

(Three birds are selected and they move around the trees making twittering sounds.)

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

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

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

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

The General Store

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

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

The Skit

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

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

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

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

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

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

The Ghost of Midnight

This one is similar to the Ghost With One Black Eye, but each is different enough to merit their own title (after all, going through all of the skits, you'll realize that many skits are simple variations on another.)

Cast: Ghost, Family asleep in house

Setting: House at Night

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

Mom: Ahhh!

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

Dad: I'm getting out of here!

Ghost: (To son.) I am the Ghost of Midnight!
Son: Help! Mommy!
Ghost: (To daughter.) I am the Ghost of Midnight!
Daughter: (Looks at watch.) Aww, shut up! It's only 11:45!

Ghost With One Black Eye

Cast: Ghost, 3 Pedestrians
Setting: City Street

#1: (Bends over; picks up coin.) Wow! A loony!
Ghost: (Comes out; scary voice.) I am the Ghost with one black eye!

(#1 scared; drops loony; runs away)

#2: (Bends over; picks up coin.) Wow! A dollar!
Ghost: (comes out) I am the Ghost with one black eye!

(#2 scared; drops dollar; runs away)

#3: (Bends over; picks up coin.) Wow! Money!
Ghost: (Comes out.) I am the Ghost with one black eye!
#3: Keep it up, and you'll get another!

Ghostcatchers

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

Giant Worm

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

Glass of Water

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

Go Cart

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

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

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

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

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

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

Go Cart: (Sputters to life, moves forward, wobbles, and stops)
Driver : (Getting off) Oh, no. Now the rear wheel is loose. I'll go and get more help. (Selects more help)
(New help is positioned at rear wheel.)
Driver: This wheel is loose. If you will just hold the wheel (indicates leg) tightly so it doesn't fall off, you'll be a big help. Thanks. (Driver gets on cart, starts engine)
Go Cart: (Starts up, runs fine, moves forward)
Driver : (Braking to halt) Oh, that's perfect now ! All I needed was a few NUTS to get it going !

Gone Fishin'

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

Cub 1: Sure haven't been catching much.
Cub 3: I haven't even had a nibble.
Policeman: (walks on from offstage.) What are you guys doing?
Cub 1: Fishing, sir.
Policeman: Can't you tell this is a pack meeting?
Cub 3: No, it's a pond!
Policeman: (nudges man with paper and he lowers it) Do you know these two characters?
Cub 2: (folds newspaper) Sure, they are my friends.
Policeman: In that case, you'd better get them out of here.
Cub 2: Yes, sir. (reaching behind chair, picks up a paddle and acts as if he is paddling away.)

The Good Samaritan

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

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

Good Soup

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

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

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

Scott : Boy, this is sure good soup.
Brad : Yep, it's got REAL flavor.
David : Sure is, why it's even better than my Mom makes.
Matthew: Oh yeah. It's the best food I've eaten at camp all week.
Cook : (Enters waving floor mop and shouting) Hey you guys ! Get out of my mop water !!!

Version 2:

Known by the same title in the Leader Magazine.

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

Setting: Kitchen

#1: (Over tub, tasting contents) Good Soup!
#2: Yeah, Good Soup!
#3: I know! Good Soup!
#4: None better than this! Good Soup!
Cook: (Comes running in) Get out of my dishwasher!

Granny! Wake Up!

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

Setting: In Granny's Room

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

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

Grandson: (To Granny) Granny! Wake Up! It's time for your pill! (Pause -- no response.) Granny! Wake Up! Oh no! She may be dead! (Ham it up, boys!) My gosh, I'll need some help! (Get volunteer.) Help me wake Granny!

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

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

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

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

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

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

Granny's Candy Store

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

The Greatest Spitter in the World

Another 2-person skit you can plug in.

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

Setting: Boardwalk, Circus, Amusement Park

Separate GSITW and partner by about 15 feet.

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

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

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

Again, another spit which immediately "lands" in the pot. Continue with tricks, such as slow spit, high spit, round the world spit (in which case each turns around, backs facing each other, and the spit takes a while to come around but indeed does,) curve spit, and so on. Finally,

Partner: Now for his last spit! It's a really difficult spit but we think we have it! It's a high, quadruple axle, curvy, spring jump spit! We must have absolute silence for this one!

GSITW spits up, partner follows it up, doing 4 spins, it curves side to side, begins to jump up and down in air, then he seems to lose it ... no, there it is ... he goes side to side, trying to catch it, he trips and spills the water on the crowd.

Grease

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

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

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

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

Green Side Up! Green Side Up!

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

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

Wife: I like white.

Husband: No, how about blue?

Wife: How 'bout tan?

Husband: Okay.

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

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

After the last room:

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

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

-- Thanks to Josh Small

The Greyhound Bus

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

Setting: Busy Intersection

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

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

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

New Setting: Hospital Ward

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

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

Pedestrian: Well, it was a Greyhound!

The Growing Machine

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

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

-- Thanks to the Leader Magazine, May 1989

The Hair Cut Machine

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

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

-- Thanks to the Leader Magazine, May 1989

Hairy Hamburger

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

Harlem Globetrotters

Three scouts are doing laundry, each is sitting behind a bucket which holds his "laundry". Two of the buckets really have water and a rag or two. All three work at scrubbing and wringing water from their laundry for a few seconds. One sitting on the end shakes the water from his hands getting his neighbor slightly wet. This provokes the scout in the middle who retaliates with a splash back ... escalate in comedic fashion till the one on the end throws a wet rag at the face of the "scout" in the middle who ducks. The rag sails on till it smacks the scout on the far end (previously not involved in the water fight) in the face. The smack-ee picks up his bucket to dump on the others who take flight into the audience.

The Punch line: When the actors are in the crowd the smack-ee tosses the contents of his bucket in a wide arc over as much of the audience as possible. In the version I saw the bucket was filled with pieces of newspaper but in a Scouting setting a bucket full of leaves would work just a well. If the actors have a little talent and practice this can be extremely funny.

Have You Seen my Belly Button?

Cast: Dog owner, Passengers on bus, stuffed animal

Setting: City Bus

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

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

The Heart Attack

Cast: Heart Attack Victim, 2 "Rescuers"

Setting: City Street

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

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

#2: (Does two breaths)

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

(Repeats 3 times; then checks; then.)

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

Nothing! Switch!

All THREE, including victim, switch places!

Heaven's Gate

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

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

Announcer: Here we are at the Gates of Heaven.

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

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

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

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

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

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

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

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

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

Angel: How did you suffer ?

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

Angel: Well, come on in !!

-- From The U.S. Scouting Service Project

Herman, The Trained Flea

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

Hiccup for Me

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

The Highest Tree climber in the World

Again, this can be a 2-person skit.

Cast: 2 Friends, HTCITW

Setting: Campfire

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

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

2: Call out and see!

1: Hey! Tree Climber! You around here?

Climber: Yep!

1: You practicing?

Climber: Yep!

1: How high are you?

Climber: Oh, not high. About 100 feet.

1: Wow! Can you go higher?

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

1: Fantastic! Can you go higher?

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

1: Neato! Can you go higher?

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

1: Great! Can you go higher?

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

1: Gee! I'm amazed!

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

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

A Hot Meal!

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

Version 1:

Cast: 3 Lost Campers

Setting: Woods

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

#2: Me too.

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

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

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

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

#1: Suit yourself.

(A little later)

#2: Hey! A squirrel! Get it!

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

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

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

(A little later)

#1: Wow! A moose!

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

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

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

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

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

(After a while,)

#1: Boy, I'm stuffed.

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

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

#3: Wow! A hot meal!

Version 2:

Cast: 5 People, Cabby

Setting: Outside of Restaurant

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

#2: Me too.

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

#4: Agreed.

#5: Taxi!

(They all get in.)

Cabby: Get ready for a good ride, boys.

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

Cabby: Wow! A five course meal!

How do I do That?

There are roughly 765 quintillion quazillion variations of this skit out on the market, including robbers, suicide pits, car crashes, and so on. You may more commonly know this one as "Leech Boton?" I'll give you the version I

learned and the only non-rancid version I've seen yet. [This is also similar to "Submarine Patrol" here in the Big Book.]

Version 1:

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

Setting: Submarine

Captain: (Looking through periscope) Aim torpedo 1!

2: Aim torpedo 1!

3: Aim torpedo 1!

4: Aim torpedo 1!

5: How do I do that?

4: How do I do that?

3: How do I do that?

2: How do I do that?

Captain: With button 1!

And so on down the line.

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

Captain: Ahch! We missed!

And so on down the line.

Captain: Fire torpedo 2!

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

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

And so on down the line.

5: How do I do that?

Version 2:

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

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

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

Finally...

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

How to Make the Team

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

How to Wash An Elephant

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

Narrator: One morning, Farmer Friendly went out to the barn to begin his chores (pantomime walking). He threw open the barn door, and to his surprise, he found an elephant in his barn (pantomime throwing open door,

I'm Gonna Get You!

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

Setting: In House at Night When All Are Asleep

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

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

I'm Russian!

One of those skits that may be inappropriate.

Cast: 4 Russians, 1 Person late for work

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

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

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

#3: I'm Russian! Questions?

#4: I'm Russian!

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

The Important Papers

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

The Important Meeting

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

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

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

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

All: Agreed!

In the Furniture Store

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

The customer shows some interest. The salesman pats and wiggles the coffee table to show how firm and steady it is, then picks up a cup (empty) and says something like, "See this cup of water? Pretend it's coffee. When it sits on this table, you know it will never spill!" He places the cup between the shoulder blades of the coffee table and jiggles it gently. "See!" The customer says he'll think about it and leaves. The dejected salesman

dismisses all the furniture except the coffee table and leaves. The coffee table tries to figure out how he will get up without spilling what he thinks is a cup of water all over himself. Cheer him on!

The Infantry

A variation of the Viper.

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

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

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

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

-- Thanks to Bob Jenkins

Version 2:

Cast: 3-4 People, Person carrying a sapling

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

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

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

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

(A moment later)

Person: And here it is, the Infant Tree.

The Injury

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

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

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

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

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

First person: "OK, ready"

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

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

-- Thanks to Chris Hennessy

The Inspection

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

Setting: Meeting Hall

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

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

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

Intelligence

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

In the Furniture Store

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

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

-- Thanks to the Leader Magazine, January 1990

The Invisible Bench

Need: 4 (or more) scouts .

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

"I'm sitting on the invisible bench."

"Can I join you?"

"Sure, there's plenty of room."

Second boy pretends to sit.

A third boy comes along, and the scene repeats.

Go on for as many boys as you want.

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

AAAAHHHHHHH!!!! All seated boys fall down.

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

Is a Train Passing Today?

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

Cast: Grandma, Grandpa

Setting: Train Station

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

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

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

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

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

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

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

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

Grandma: Good. We can cross the tracks now.