

# **Campfire Stunts and Skits**

## **The Lost Penny**

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

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

# 1: "A penny that I lost".

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

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

# 1: (Pointing away) "Over there:."

Boy: "Then why are you looking here ?"

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

## **Smoke Signals**

Scene: 2 scouts spot smoke signals in the distance.

1st Scout: "Hey George, look over there, smoke signals"

2nd Scout: "Oh yes Mike, what do they say?"

1st Scout: "Help.....My.....Blanket's.....On.....Fire."

## **Rubbish**

Scene: 1st scout walks to center of stage and starts talking in a loud voice.

1st scout: "Empty cornflakes packet, banana skin, old tin can, bottle top, sweet wrappers, broken bottle, moldy cheese, milk carton."

2nd scout: (Enters) "Say, what do you think you're doing?"

1st scout: "I'm talking a load of old rubbish."

## **The Dead Body**

Number of Participants: 2

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

## **The Short Runway**

Number of Participants: 2 (If more are desired, they can be passengers, with suitable sound effects and actions.)

Props: Seating for pilot and co-pilot, and for passengers if required. A compass.

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

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

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

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

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

**Pilot :** Okay, here we go. Give me 20 degrees flaps, I'm going in. (Puts plane into a nose dive, sound effects.)

**Pilot :** This is going to be tough. Give me more flaps, cut back the engines. (Louder) More flaps, less throttle !

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

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

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

**Pilot :** Boy that was a short runway !

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

### **Bell Ringer #1**

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

**Hunchback:** (Both going back up) Well, it has it's ups and downs. The Church board will buy you ear plugs every six months and a new bottle of bell polish once a year. (Finally arriving at the bell) Alright, now you stand over there, and I'll show you how it's done. First you grab the bell here and push it out very hard (steps back and follows path of bell out and back) then the bell comes back on it's own. That's all there is to it. Do you think you can do that ?

**Applicant:** Sure ! (does the action with the bell, but does not step back, is hit by bell and falls back, to the ground)

**Hunchback:** Oh my gosh ! He's fallen 15 stories to the sidewalk. I'd better get down there. (Goes 'round and 'round until he reaches the ground) (Crowd enters mumbling, stops astonished at body)

**Gendarme :** (Entering, calls to Hunchback) Hey you ! Do you know this guy ? (Rolls body over with foot)

**Hunchback:** No, but his face sure rings a bell !

### **Bell Ringer # 2**

(The trick with this skit is to do it the night after doing Bell Ringer #1, and to do everything exactly the same - perhaps with a little more 'hamming it up')

(When the Applicant arrives the Hunchback says:)

**Hunchback:** You look just like the guy who was here yesterday.

**Applicant:** Oh, that was my twin brother.

(Revert to the original dialog again. The audience will think it's getting a re-run and prepare itself for a 'groaner' of a cheer. When they hear the ending, you'll get a great reaction.)

(Carry on with dialog, except for the last line.)

Hunchback: No, but he's a dead ringer for the guy who was here yesterday !

### **Bell Ringer # 3**

(To be used ONLY when Bell Ringer #1 and #2 have been used.)

Props: Rain slickers, blanket, and Gendarme gear from above.

(Two players enter in rain slickers holding blanket between them like a jumping net. They jig and jog around the performing area)

**Gendarme :** (Entering) Hey, what are you guys doing ?

**Fireman #1:** Well, the last two nights some guy has jumped out of that bell tower, and we came to catch him !

### **The Bicycle Shop**

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

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

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

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

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

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

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

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

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

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

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

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

### **The Lawnmower**

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

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

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

**Mower** : (Splutters, bobs up and down)

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

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

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

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

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

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

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

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

### **The Lost Lollipop**

(Small boy is sitting, crying)

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

**Boy** : (Sobbing) I lost my lollipop !

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

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

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

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

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

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

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

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

**Passer-by #2:** Chanted ?

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

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

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

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

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

### **The Brutal Miner**

(Each character in the skit has a distinctive sound to make when the Narrator says their name during the reading of the skit. The Narrator should pause, after reading the name of each character so they can make their sound and for audience reaction.)

Brutal Miner	Grrrrrrrrrr
Tired Wife	Oh dear.
Lazy Son	(Yawning sound)
Young Daughter	(Giggles)
Beautiful Daughter	"Ahhhhh"

Handsome Harry	Ah Ha !
Automobile	Honk Honk
Cat	Meow

**Narrator:**

Once upon a time in the far west, there lived a BRUTAL MINER, who had a TIRED WIFE, a LAZY SON, a giggling YOUNG DAUGHTER, and a BEAUTIFUL DAUGHTER. On the other side of the mountain lived HANDSOME HARRY. This young man drove his AUTOMOBILE over the mountains and carried mail to the BRUTAL MINER.

One day, the TIRED WIFE was cleaning the house. The BEAUTIFUL DAUGHTER was helping her. The YOUNG DAUGHTER was playing with the CAT on the steps and the LAZY SON was sleeping. The BRUTAL MINER came out and kicked the CAT. The TIRED WIFE and the BEAUTIFUL DAUGHTER rushed out with brooms and hit the BRUTAL MINER, but this did not bother him. He grabbed the TIRED WIFE by one arm and the BEAUTIFUL DAUGHTER by the other and shoved them into the house. The YOUNG DAUGHTER ran away with the CAT.

Just then, HANDSOME HARRY drove up in his AUTOMOBILE and saw the BRUTAL MINER beating the TIRED WIFE and the BEAUTIFUL DAUGHTER. HANDSOME HARRY rushed to the rescue and grabbed the BRUTAL MINER and threw him down the mine shaft. The BEAUTIFUL DAUGHTER flew into the waiting arms of HANDSOME HARRY, while the TIRED WIFE and the YOUNG DAUGHTER watched with enthusiasm. The LAZY SON slept on.

HANDSOME HARRY took the BEAUTIFUL DAUGHTER in his AUTOMOBILE to the little church in the wildwood and they lived happily every after.

**Chief Woodpussy**

(Each character in the skit has a distinctive sound to make when the Narrator says their name during the reading of the skit. The Narrator should pause, after reading the name of each character so they can make their sound, and for audience reaction.)

Cowboy	Yippee !
Old Paintbrush	(Whinney)
Chief Woodpussy	(Makes war whoop)
Sitting Bull	Hee Haw
Emma	(Rattles stones in tin)
Timber Wolf	Howooooo
Sheriff	Bang Bang.
Deputy	He went that-a-way

**Narrator:**

Once upon a time there was a COWBOY who went out into the desert, riding his horse, OLD PAINTBRUSH. Far off in the distance, he could hear the TIMBER WOLF. The COWBOY made camp and went fast asleep, first making sure OLD PAINTBRUSH was secure.

Now, creeping through the desert was CHIEF WOODPUSSY riding his mule SITTING BULL. He was pursued by the SHERIFF and his DEPUTY. In his pocket, CHIEF WOODPUSSY had his trained rattlesnake, EMMA, who was trained to creep up and bite the COWBOY and his horse. While CHIEF WOODPUSSY crept up, OLD PAINTBRUSH watched the camp, the TIMBER WOLF howled, the COWBOY snored, and SITTING BULL ate cactus.

In the meantime, the SHERIFF and his DEPUTY sprang their trap. "Halt, you are my prisoner !" shouted the SHERIFF. The COWBOY woke up and mounted his horse, OLD PAINTBRUSH, which frightened the TIMBER WOLF and EMMA.

Away went old CHIEF WOODPUSSY on his faithful mule, SITTING BULL, and after them went the SHERRIF, his DEPUTY, the COWBOY and OLD PAINTBRUSH. But old CHIEF WOODPUSSY led them into a blind canyon, so that was the last anybody ever saw of the COWBOY, OLD PAINTBRUSH, EMMA, the rattlesnake, the TIMBER WOLF, the mule, SITTING BULL, the SHERIFF, or his DEPUTY.

### **The Compass**

Props: A good compass and a map

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

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

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

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

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

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

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

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

### **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)

### **Gathering of Nuts**

**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."

### **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 !

### **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 flavour.

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

**Mathew:** 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 !!!

## Letters from Home

**Props:** Two sheets of paper.

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

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

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

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

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

**Robin:** Our neighbours started keeping pigs. Mom got wind of it this morning.

**Scott:** Oh, my goodness. My little brother came home from school crying because all the other boys had new clothes and we can't afford any for him. Mom says she got him a new hat and lets him stand in the window.

**Robin:** There was a washing machine in the new house. But my Mom put four shirts in it, pulled the handle and they disappeared. Guess it doesn't work right.

**Scott:** My Mom had her appendix out and a dishwasher put in. And, oh, my sister had a baby this morning. Mom doesn't know if I'm an Aunt or and Uncle, because she doesn't know yet if it's a boy or a girl.

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

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

**Robin:** Yep. (Both exit)

(With this skit it is possible to put each boy's script on a sheet of paper, and they can read it out, as though they were reading the letter. They should rehearse, of course, to make it sound natural.)

## Lunch Break

**Props:** Lunch bags or pails.

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

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

**Worker 2:** Look, if you hate them that bad, I'll swap with you. (Both pretend to eat, then exit.)

**Announcer:** The next day.

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

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

**Announcer:** The next day.

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

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

**Worker 1:** My (wife/mom/significant other)?? She's got nothing to do with it. I make my own sandwiches !

## New Saw



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

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

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

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

**Announcer:** The next day.

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

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

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

**Announcer:** The next day.

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

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

**Announcer:** (Makes sound effects of saw running.)

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

### **Puppy in the Box**

**Props:** A cardboard box, and a stuffed dog (or rabbit, etc.)

**Announcer:** This scene takes place on the street outside a grocery store.

(Several participants are gathered around outside the store, chatting.)

**Roger :** (Enters holding the box) Hi guys, would you please hold this box for me while I go into the store ? (Exits)

**Martin:** I wonder what's in the box ?

**Gerry :** I don't know, but something is leaking out !

**Bob :** (Rubs finger against the bottom of box, then licks finger) Hmmm, it tastes like lemon soda.

**Martin:** (Also rubs box and tastes finger) No. I think it's more like chicken soup.

**Roger :** (Returns, looks in box) Oh, you naughty puppy !

### **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 !

### **Someone Chanted Evening**

**Props:** Blankets and rope to make Monk's Cassock.

**Friar:** Good morning, everyone.

**Monks:** Good morning.

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

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

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

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

**Brother Daniel:** What's wrong, Friar ? I thought it sounded good.

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

### **St. Peter**

**Announcer:** Here we see St. Peter at the Pearly Gates.

**Ian :** (Walks up to St. Peter) Hello, St. Peter. I see I've come to Heaven.

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

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

**St. Peter:** I'm sorry, you haven't suffered enough. (Ian exits dejectedly.)

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

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

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

**St. Peter:** Sorry. That's not enough suffering to get into Heaven. (Doug exits)

**Brad :** (Enters) Can I get into Heaven ?

**St. Peter:** How did you suffer ?

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

**St. Peter:** Well, come on in !!

### **The Operation**

By setting up a white sheet and using a light behind it, a hospital operation can be silhouetted onto the sheet, which is set up like a screen. Ham it up with humorous dialogue, occasionally throwing a peeled tomatoe or a piece of raw liver or spurt of ketchup out to the audience. A good creative imagination would be an asset here.

### **Timothy Eaton**

Number of participants: 4 or more

Props: Articles of clothing

# 2 enters and passes # 1, wearing a hat.

# 1: "Where did you get the hat ?"

# 2: "Timothy Eaton."

#3 enters and passes # 1 carrying a pair of pants.

# 1: "Where did you get the new pants ?"

# 3: "Timothy Eaton."

Others enter carrying new articles of clothing and offer similar

explanations. Finally # 4 enters wearing just underwear.

# 1: "Who do you think you are dressed like that ?"

# 4: "I'm Timothy Eaton !"

### **Rowing**

Four or more people sneak up behind the speaker and set chairs down so that "the speaker can't see them." They then begin to go through the motions of casting a line and reeling it in. After a while the audience is watching what the group is doing and then the "speaker" looks over and asks, "What are you doing?"

"We're fishing!" is the reply of the fishermen, after which they go back to their motions and the speaker resumes talking. After a short time the speaker looks over and says - "But you can't fish here!"

"Why not?" asks another fisherman.

"Because there's no water here!" (speaker)

"Oh, well, they weren't biting anyway!" (fisherman)

The fishermen then turn their chairs so that they are lined up in a single line, facing in the same direction. They go through the motions of putting their gear away, and then, acting as if they are rowing a boat, slide their chairs backwards across the stage."

It worked well in a gymnasium and at the hall where we showed it to the leaders at roundtable. Perhaps the fishermen could sit on plastic garbage bags, or pieces of plastic sheet such as that which is used for ground cloths and simply scoot across the ground when it is time to "row" away.

Also, the speaker could be starting what looks like the introduction to another skit when the fishermen interrupt his narration.

### **The Medicrin**

There once was a medieval village named Trinsic. This village was being terrorized by a vile monster, the Medicrin. Each night, the Medicrin would stalk down from the hills, and devour one of the villagers.

The terrified villagers called a meeting, and decided to pool their money together to hire the great hero Erik. <fanfare>

Erik came and listened to the complaints of the villagers. He consulted his Great Hero's Book of Vile Monsters, and learned that Medicrins love to eat Loons.

So Erik hunted high and low to find a loon. He found one, captured it, tied it up, and brought it back to the village. He then had the villagers dig a deep pit.

Erik threw the loon into the pit, hoping to capture the Medicrin, and slay it.

That night, the Medicrin came . . .

It smelled the loon . . .

But it also smelled DANGER, and it ran off, devouring one of the villagers on the way out.

After calming the villagers, the next day, Erik again consulted his Great Hero's Book of Vile Monsters, and learned that Medicrins also love sugar.

So Erik gathered up all of the sugar in the village, and threw it into the pit. The loon, not having eaten in days, devoured all of the sugar in a single gulp. Erik was struck with panic, and ran to and fro trying to figure out what to do next, but night had fallen, and the Medicrin would be there soon, so Erik crossed his fingers, and hoped for the best.

That night, the Medicrin came . . .

It smelled the loon . . .

It smelled danger . . .

But it also smelled the sugar, and the Medicrin dived into the pit, and devoured the loon. The villagers swarmed over the Medicrin, and slew it.

The moral of the story:

"A loon full of sugar helps the Medicrin go down."

**Presentation:**

The story calls for a narrator, a Hero, a Medicrin, a Loon, and assorted villagers. The narrator should have a loud, clear voice. There should be at least three villagers, but the more, the merrier (up to ten).

The narrator should read the story, and the characters should act out the parts. I personally feel no props should be used, and only the narrator should speak.

The narrator should read the story slowly and dramatically. Purely from the spoken point of view, the only humor in the entire story is the final punch-line. However, minor slapstick should be employed by the actors. This is amusing mostly because of the punch-line. This story should not be evoked in excess.

**The Little Green Ball**

First scout comes on and says 'Oh no I've lost it'

He then starts to search around on the floor.

Second scout comes in and asks what he is looking for.

First scout replies that he has lost his little green ball.

Both scouts continue searching the floor.

Several more scouts come on and are told about the lost little green ball. even members of the audience can be persuaded to join in the search. After enough time has been dragged out, the first scout, sticks a finger up his nose and says "Don't worry I will have to make another one" YUK!!!!

**The Magic Doctor's Chair**

Characters required, 1 doctor and four patients.  
Props required, two chairs.  
Scene begins with doctor sitting on one of the chairs.

First patient enters twitching their left arm.

DOCTOR: 'And what's wrong with you sir?'

Patient 1: 'As you can see doctor I have this terrible twitch'

DOCTOR: 'Just sit on my magic chair and you'll get better'

The patient sits on the chair and stops twitching, but the doctor's left arm starts twitching.

Patient 1: 'Oh thank you doctor, you cured me'

The patient leaves, the doctor still twitching calls for the next patient.

DOCTOR: 'Next'..... 'And what's wrong with you sir?'

This patient has the hiccups. The process of sitting in the chair is repeated. The doctor now has a twitch and the hiccups.

The third patient is called in, both his legs keep flicking in the air. The process is again repeated so that the doctor now has a twitching arm the hiccups and both legs flicking in the air.

The doctor now calls patient four. This patient looks quite normal, enters and sits in the magic chair.

DOCTOR: 'And what may I ask is wrong with you sir?'

Patient 4: 'I've got a terrible case of the trots doctor'

The doctor runs off the stage holding his stomach.

### **Three Scout Leaders**

The scene is that three scout leaders are sitting around the campfire swapping yarns, after having had a little too much of the amber nectar to drink.

**1st leader:** 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.

**2nd leader:** 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.

**3rd leader:** Rafters, now theres 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.

**1st leader:** We couldn't get twigs. We had to hold the roof up with our bare hands. Those were the days.

**2nd leader:** 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.

**3rd leader:** 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.

**1st leader:** 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.

**2nd leader:** Yes, those were the days.

**3rd leader:** We had some nice tents though, big green six manners.

**1st leader:** Six manners, luxury, our tents were so small, you had to sleep sitting up.

**2nd leader:** 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.

**3rd leader:** We couldn't afford a hole in the ground, we used to sleep in a puddle.

**1st leader:** Yes these youngsters today don't know they're born, but if you told them all these things they would never believe you.

### **The Submarine Captain**

A line of submarine officers on a Japanese sub during WWII. Captain sights a ship in the periscope

CAPTAIN: 'Tanker bearing 259, Range 1 mile'  
He yells this to the first mate, who in turn tells second mate, down the line until finally the torpedo operator is told. The torpedo operator just shrugs his shoulders.

CAPTAIN: 'Load main tube # 1 and stand by to fire.'  
He yells this to the first mate, who in turn tells second mate, down the line until finally the torpedo operator is told.

TORPEDO OPERATOR: 'I don't know how.'

Next the captain gives the order to fire down the line, but the TORPEDO OPERATOR says "I don't know How..."

This message is returned up the line to the Captain who SCREAMS.

CAPTAIN: "Press the red button."

When this message finally gets down to the TORPEDO OPERATOR. He follows it, but it took too long so they miss the ship. (More message passing if you want.) Finally after about three ships (each time the TORPEDO OPERATOR doesn't remember how to fire.) The Captain feels disgraced and pulls out a knife and commits Sepuku (or incorrectly, Hari Keri) Each officer in turn picks up the knife and follows the Captain's example until at last the knife comes to the Torpedo Officer Who looks at the knife and says;

TORPEDO OPERATOR: 'I don't know How...'

### **Is It Time Yet?**

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

First Scout in line asks: "IS IT TIME YET?" -  
Second Scout asks third, etc down the line.

Last Scout says: "NO"  
Word is passed back to the first Scout, one Scout at a time.

After a lonnnnnnnng pause,

First Scout asks: "IS IT TIME YET?"  
It goes down the line as before.

Last Scout says: "NO"  
Again and the word is passed back.

Another long pause.....

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

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

Exit groaning

### **Raisin Skit**

1st Scout comes out: Gets down on all fours, pretending to be a table.  
2nd Scout comes out, looks at the table and declares;

2nd SCOUT: "Ahh, a fly, I think I'll pull it's wings off"  
Proceeds to pick it up, pluck the wings, put it back on the table, and walks off.

3rd Scout comes out, looks at the fly on the table and says;

3rd SCOUT: "Oh, a fly with no wings, I think I'll pull it's legs off",  
With great precision and animation, picks up the fly, removes it's legs, and puts it back and walks off.

4rd Scout comes out, looks at the fly and announces;

4th SCOUT: "Say, a fly with no wings and no legs, I think I'll pull it's head off."  
Then proceeds as the other Scout before him.

Last Scout comes out looks at the table, then carefully inspects the object with out picking it up and  
says very quickly

LAST SCOUT: "A raisin !" and quickly picks it up and puts it in his mouth

### **The Nutty Fisherman**

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

Passer by: "What are you doing there then?"

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

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

Fisher: "I'm fishing for suckers."

Passer by: "Have you caught any?"

Fisher: "Yes you're the third today"

### **Bee Sting**

1st scout "OOOOOUCH , OOOOOH , OOOUCH."

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

1st scout "A bee's stung my thumb."

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

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

### **"Patience, Jackass, Patience!"**

You can ham this up a bit, but here's the jist of it.

Two scouts enter (one on all fours if conditions allow) and move across stage as the skit procedes. 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. The first day. . ."

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

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

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

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

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

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

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

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

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

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

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



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### **Camp Coffee Sketch**

You need a large dixie or billy in the centre of the stage and four scouts. In England we have nesting sets of aluminium cooking pots with a steel wire handle. They look like a small straight sided bucket or paint pot. These are called Billys or Billycans. We also have larger cast iron or steel cooking pots usually oval in shape. Most of these are army surplus and are known as Dixies.

1st scout (Walks to billy carrying his mug. He dips his mug in and brings it up to his lips for a drink. )

" THIS CAMP COFFEE IS GETTING WORSE! "

2nd scout (Walks to billy carrying his mug. He dips his mug in and brings it up to his lips for a drink. )

" THIS CAMP TEA IS GETTING WORSE! "

3rd scout (Walks to billy carrying his mug. He dips his mug in and brings it up to his lips for a drink. )

" THIS CAMP CHOCOLATE IS GETTING WORSE! "

4th scout (Walks to billy, dips his hands in and takes out a pair of wet socks. As he wrings them out he says. )

"I THOUGHT THAT WOULD GET THEM CLEAN!"

### **The Sleep Walker**

You will need three scouts or male scout leaders and one girl scout or lady leader. You can do this with adults or youngsters, but do not mix adults and youngsters.

The scene is that three boys are chatting in a group when from the side of the stage, a young lady walks on, hands in front of her, sleep walking. She walks up to the first boy, takes off his tie and walks off taking his his tie with her.

1st boy " Hey she's pinched my tie."

2nd boy " It's dangerous to wake sleep walkers, don't worry she'll bring it back when she wakes up."

The girl walks back and takes the second boys jacket, she walks off carrying it with her.

2nd boy "Hey she's pinched my jacket."

3rd boy "It's dangerous to wake sleep walkers, don't worry she'll bring it back, when she wakes up."

The girl walks back still sleep walking, grabs the 3rd boy by the arm and walks off with him.

3rd boy "It's dangerous to wake sleep walkers, but don't worry she'll bring me back when she wakes up."

### **The Lighthouse.**

cast: 1 narrator

3-6 Scouts for the lighthouse walls

3-6 leaders, counselors, kitchen staff, etc., number to equal the Scouts and will be 'recruited' during the skit

1 flashlight, or 2 if using 5-6 Scouts

Scouts stand in a circle, facing out, feet spread 2' - 3' apart but touching feet of Scouts on each side. The flashlight is held at eye level and is passed around the circle. Scouts stand tall and hold the beacon's beam steady.

**Narrator:** "Many years ago the people of a seaside village built a lighthouse to warn approaching ships of a dangerous shoal near their harbor. Its beacon could be seen for miles, even in fog and storms. For many decades, the lighthouse stood firm and give safe passage to all who sailed by the village. But as the years went by, the villagers grew old and so did the lighthouse. The villagers could no longer make repairs, the ocean's waves wore away the foundation, the lighthouse started to sag and failed at its duty."

The Scouts now stoop, heads lean to the side and bend their knees slightly; the light 'travels' a zig-zag path around.

**Narrator:** "When the schooners and square riggers started to go aground on the shoals, the old villagers knew they had to call in experienced people to help with their problem. People who were pillars in their own communities and who were solid as a rock."

Recruit your favorite 'I'm gonna get you now' people and instruct them to go down on their hands and knees and into the walls. Leaders are facing in with their derrieres out, and are straddled by the Scouts who again stand tall and give a steady light.

**Narrator:** "Now with these new rocks placed into the foundation, the lighthouse once again shines a bright beacon and stands firm in the stormy surf to withstand the pounding of the waves."

Scouts drop the flashlight and then hand paddle the leaders.

### **Sarge And The Private**

Sarge and private walking.

**Private:** "I want to rest!"

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

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

**Sarge:** "Absolutely NOT!!!"

**Private:** "Ill cry..."

**Sarge:** "Go ahead!"

**Private:** "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:** "You ate my half."

### **The Game Show**

The skit starts out with a couple of scouts asking for some volunteers from the audience.

The volunteers are then removed from the room by one of the scouts in charge of the 'Game Show'

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.

### **Brotherhood Of Scouting**

People required for the Skit: 6

Cast:

Old Man with a Staff

Spirit of the Beaver

Spirit of the Wolf Cub

Spirit of the Scout

Spirit of a Venture

Spirit of the Rover

Skit Setup:

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

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

NOTE:

When the Old Man stops each time and looks into the fire, there should be 2-3 seconds of silence before the Spirits speak. (The memories that the Old Man says aloud should be specific to the group, so they have relevance to the audience and can feel the full impact of the skit. Consult with other leaders/ youth for ideas.)

The Skit:

OLD MAN (Shuffling slowly around the campfire)

My life has been long, too long, and my Scouting years are behind me. My friends are all gone and I am going to die alone. Old and Alone. (Stops and stares into the fire)

ALL SPIRITS

"SHARING"

SPIRIT OF THE BEAVER

I am the Spirit of the Beaver. When you were young, I taught you Sharing and Caring for the World.

OLD MAN (Resumes shuffling slowly around the campfire) <Beaver Memory> e.g. "Beavers. I remember Beavers. Riverbanks and the Beaver

Pond, making crafts to take home to Mom..." <etc.> (The Old Man stops again and stares into the fire.)

ALL SPIRITS

"A-Ke-Lah"

SPIRIT OF THE WOLF CUB

I am the Spirit of the Wolf Cub. 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)

<Cub Memory> e.g. "Cubs. I remember Cubs. Hot Dog roasts in the bush, my first real camp-out, and of course the Kub Kar races..." <etc>. (The Old Man stops again and stares into the fire.)

ALL SPIRITS

"On My Honour"

SPIRIT OF THE SCOUT

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

OLD MAN (Resumes shuffling around the circle)

<Scout Memory> e.g. "Scouts. I remember Scouts. Long hikes and long camps, breaking lake ice for water in the winter. And then there was Jamboree..." <etc.> (Stops and stares into the fire.)

ALL SPIRITS

"Challenge"

SPIRIT OF ADVENTURE

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

OLD MAN (Resumes shuffling around the fire)

<Venturer Memory> e.g. "Oh, yes, Venturers. Attending Jamboree as a Hikemaster, leading people from around the world into the Rockies. Getting my drivers license and trying to date Rangers..."  
<etc.> (Stops and stares into the fire)

ALL SPIRITS  
"Service"

#### SPIRIT OF THE ROVER

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

OLD MAN (Resumes shuffling)

<Rover Memory> e.g. "Rovers. I could never forget Rovers. Helping out at Dream-On, putting on District campfires. And then there were the Moots and Road trips. And camps, camps, camps." (Slows down and begins to sink to the ground. He is dying.)

ALL SPIRITS (Walk straight into the campfire circle from where they stand, if possible. They should all arrive at the Old Man's body at the same time. Wait a moment or two.)

"We are the brotherhood of Scouting". <Each section says its name in order - BEAVERS, CUBS, SCOUTS, VENTURERS, ROVERS.>

"If you grow up with Scouting you are NEVER alone."

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

**Artistic Genius:** The scene is an art show where judges are inspecting several canvases are displayed. They comment on the brightness, color, technique, that is used on the different pictures. They select one for the prize and comment additionally on the genius, imagination, and the beauty of the picture. The artist is called up and the winning picture is shown to him. The painter exclaims, "Oh, my goodness, that got in by mistake. That's the canvas that I clean my brushes on."

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

**Big Game Hunting:** Two to four hunters talking together each says that he is packing a heavier and more powerful gun to shoot with. The first starts out with a small handgun and the last ending up with a very powerful rifle, shotgun, whatever. Two others come over who have overheard the hunter and want to settle a bet. Are the hunters going after wolves or moose. One of the hunters relies, "Why no, we are going after mosquitoes!!"

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

**Bonfire:** A leader begins to explain how to lay a campfire. The leader decides to use members of the audience to represent different pieces of wood. The bonfire builders bring up various volunteers. Some of the volunteers are bunched in the center for tinder with others placed for kindling with the "big" logs stacked on top of each other in increasing larger sizes. The leader then says that the fire is ready

to light, strikes a match, whereupon, several accomplices yell out that its ON FIRE and dash several buckets of water on the fire.

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

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

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

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

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

**Contagious Disease Ward:** The scene takes place in the waiting room of a doctor of contagious and communicable diseases, Dr. Ringworm, M.D., I.s.d., v.i.p., I.c.b. Have four chairs and a stand for magazines or books. In walks a fellow (A) with an itch which he scratches periodically in different places. He grabs a magazine and attempts to read but is 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. If possible or desired have some jazz music playing in the background for the scouts with the diseases to keep the beat to.

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

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

**Crazy Charlie:** The scene is set up so that Crazy Charlie is portrayed as being in a mental institution. It's dinner time and before he can ask for anyone to pass the meat, someone calls out 37 and the room

bursts into laughter. Moments later 57 is called out and more laughter results. Crazy Charlie asks the guy next to him what is going on. He is told that everyone knows each others jokes so well that they have numbered the jokes.

After a while Charlie decides to give it a trial and call 52, but no one laughs; there is complete silence. Charlie asks his friend what is wrong. He friend tells him not to worry that there isn't anything wrong, some people can tell jokes and some people can't.

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

**Doctor's Office:** 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:** 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. Throughout 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.

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

**The Echo:** The club leader announces during the singing that he has noticed an echo in the room and he is going to try it out (also could be on a hike overlooking a canyon). The following is a dialogue between the leader and the echo - a person out of the room or out of sight.

Leader: Hello

Echo: Hello

Leader: Cheese

Echo: Cheese

Leader: Bologna

Echo: (silence)

Leader: (to group) It must not be working now. I'll try again. (to echo)

+ This leader is great.

Echo: Bologna

**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. Dum, 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.

**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 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.

**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.

**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."

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

**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).

**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.

**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.



**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.

**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.

**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.

**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 ! ! !"

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

**Is It Time Yet?:** Have several boys standing in a line (facing the audience) with one arm on the next boys shoulder. The first boy in line looks at the second and asks the second boy, "IS it time yet?" The second boy asks the third boy the same question and so on down the line. The boy at the end of the line looks at his watch and says to the boy next to him, "No, its not time yet," and this continues on up the line to the first boy in the line again with each boy saying it in turn. This can continue a couple times; then when it gets to the last boy, he says, "It's time!" and when the message gets back to the first boy each boy moves his arm from the other's shoulder and puts his other arm on the boy next to him. Variation: Everyone is sitting down instead of sitting up with their legs crossed the same way. When the time comes all they do is switch legs simultaneously.

**Mr. Kerplunk:** Announce him as Mr. Kerpluk 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) Riccohet 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, cheeks bulge out and finally spits. Guy in front stands up and wipes water or raw egg from eye.

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

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

**Listen at the Wall:** One person goes along a wall listening and listening. Others come along and ask him what he is doing. He says dramatically, "Listen," and the others do. One of them says, "I don't hear anything", in a disgusted voice. "LISTEN", he says more dramatically and they listen some more. Again someone says, "I don't hear anything." The original listener says, "You know," with a faraway look, "its been like that all day."

**Living Xylophone:** The instrument consists of several kneeling performers. The player strikes each on the head with a fake mallet or his fist as if playing a xylophone. Each player utters a single note when struck. Simple songs such as "Twinkle, Twinkle, Little Star" can be played this way.

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

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

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

**Medical Genius:** Setting is the office of a famous psychiatrist. He is seated behind a table. Nurse brings in a patient with a flowerpot on his head. Another patient enters and runs around, waving his

arms as if flying. Next patient keeps brushing his clothes and complains about bugs crawling on him. Doctor says: "For heaven's sake, don't brush them off on me.!"

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

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

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

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

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

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

**Oh-Wa-Ta-Goo-Siam:** A guru with a turban on his head comes out and sits down in the middle of the stage. Members of the audience are solicited to take part in the session. They are told to repeat the magic phrase after the guru. When ever this phrase brings enlightenment, they may return to the their seat in the audience. All sit cross-legged on the guru repeating the guru's actions and words. The guru moves his arms and chants "Oh ... Wa ... Ta ... Goo ... Siam ..." All chant with him. Keep it up for a long while. Eventually everyone catches onto the fact that they are really saying, "Oh, what a goose I am."

**Old Movie Scene:** Run through a short movie scene. Use jerky motions, flashlight flicker, etc. Just as the scene is about to end, the narrator says, "Oh no! Something's wrong; it's going backwards!" Then run through the whole scene backwards. Keep the scene short to only a minute or two.

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

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

**Pencil Salesman:** A sales manager is trying to teach a dumb salesman how to sell. The manager tells the trainee to listen to him carefully and he will teach him how to sell. He gives him the following instructions:

- 1) Hold pencils in your hand and say, "Pencils for sale." Practice saying that.
- 2) Next people will ask how much they are so say, "Twenty Pence. Three for Fifty Pence."
- 3) Then they will ask what color so you tell them yellow.
- 4) Now they will either buy them or they won't. If they don't buy say, "If you don't, someone else will."

The manager has him repeat the instructions back and leaves him on his own. What happens is that the trainee is left on his own and starts calling out pencils for sale when another person rushing by and the trainee doesn't notice him and they collide falling to the ground. They have the following dialogue:

- 1) The customer asks if he knows how much the suit cost and the trainee tells him twenty pence, three for fifty pence.
- 2) The customer getting mad asks the trainee who do you think I am, to which the trainee replies, "Yellow."
- 3) The customer really mad says, "Do you want someone to punch you in the nose." To which the trainee replies, "If you don't, someone else will."

At this point the customer beats up the trainee salesman and they leave the stage.

**Pickpocket:** "Freddy Fingers and Hands Harry" meet and embrace each other. They Tell where they've been in the last few years, and as they say good-bye, one says to the other, "on you may want this." He gives back his watch. This exchange of articles continues until one hands back the other person's pair of underwear. Variation: This can also be done as a contest with one of the finalists ending up with the underwear. The other finalist looks into his pants yelps and runs off.

**Poison Spring:** One by one the boys drag on stage crying for water. Each reaches a bucket with a ladle and takes a drink, splashing some water to show there is really water in it and dies. Ham up the dying as much as you want. More than a ladle may be needed so that there is plenty of water to slosh around. The next to the last person starts to drink from the bucket, when the last person comes in sees all the dead bodies and yells for the other guy to drink from the bucket, that it is poison. The last person throws the bucket in the audience which really only contains rice or confetti; only the ladles had water.

**Pie in the Face:** This skit requires pie plates, shaving cream, towels, 3 plastic raincoats, or something similar (i.e. plastic bags). At least five people need to be involved. There is the narrator, the three

members of the pie in the face team, and the person(s) who delivers the pies to the pie in the face team. This skit works best if everyone in the skit is serious, official, and ceremonious. Ply up the ceremony and the official part of 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 thru 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.

**Plane Landing:** Pilot and control tower voice are located on opposite sides of the stage area. A out of sight on the pilot's side makes engine noises. Another person starts the skit by saying, "I think that there is a plane overhead."

PILOT (yelling loudly): "Pilot to control tower - "I'm coming in. Give me landing instructions!"  
CONTROL TOWER (in loud monotone as if through a microphone): "Control tower to pilot - why are you yelling so loud!"

PILOT: "Pilot to control tower, pilot to control tower-I haven't got a radio !"

**Play Ball:** The scene is set with an umpire, a catcher, a pitcher, first baseman, second baseman and third baseman. The players run out to their positions, start talking and acting like they're ready to play ball. The Umpire tells the players to play ball. Then the pitcher looks around with a worried expression and starts to cry. The catcher goes out to see what is matter and starts to cry as well. Follow the same routine with First, Second and Third Baseman. The Umpire finally asks in expiration what is the matter. The pitcher replies that they don't have a ball.

**Pop Commercial:** Have one fellow standing, holding an unopened pop bottle, the next holding a bottle opener (or stands ready to open the container, one hand as if holding the container and the other hand raised over it), the other two doing nothing. The first guy examines the bottle real close and passes it to third guy who guzzles it, pretend or for real, and passes the empty container to the last guy. This guy looks at the empty bottle or container with a sick look on his face and then burps as loudly as he can.

**Potted Plant:** A scout pretending to be a delivery boy comes wandering through the meeting with a potted plant which he says is for Mrs. Mergetroid. He comes back through the meeting several times each time saying, "Potted plant for Mrs. Mergetroid." Each time the potted plant gets bigger. The last time he comes in carrying a small tree. Finally the leader says there isn't any adults here, just kids. Delivery boy looks at the card and says. "Oh for heaven's sake. I've been reading it wrong, the plant is from Mrs. Mergetroid For ; Name of some one in the unit."

**Presents for the Teacher:** Kids bring in presents for their teacher on the first day of school. The teacher can tell what the child's parents does by the present he brings such as apples from parent's fruit stand, baker's child brings rolls, candymaker candy. The last person brings in a crudely wrapped package, with yellow liquid leaking out. The teacher tastes the liquid and states that his father must run a bottling factory. The child replies that no his dad is a dogcatcher and that it is a puppy in the package.

**Prisoner:** A prisoner is brought before a judge. The policeman says that he caught him red-handed. Judge asks if it is true and the prisoner says, "Well, maybe so and maybe not". The prisoner is asked if he has stolen before and he replies, "Mmmm ... now & then". Judge, impatient now, asks where he stole these things and the prisoner replies here and there. Judge tells the policeman to lock him up ! Prisoner asks when he will get out of jail. Judge smugly says, "Oh, sooner or later."

### **Reggie and the Colonel**

Characters: 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.

Scene: Walking in place through darkest Africa, speaking pronounced in an 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:

Oooooooooooooohhhhhhhhhhhhh-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? !!!

**Restaurant Minutes:** The scene is two guys enter a greasy spoon type of restaurant that has a customer and a grill type cook with a stained apron. The cook says that all they have is soup and a hot dog. The first man says he will take the soup and the other man says he wants the same. The cook tells them if one wants the soup the other has to have the hot dog. The second man agrees and asks to have mustard put on the hot dog and the waiter leaves. The third asks if they steal, referring the cook. The first man says the cook will steal your shirt off your back if he could. The first & second man get their order, the cook dropping the silverware, then wiping them off with his dirty apron. Second man tells the cook that he wanted mustard on his hot dog. The cook squeezes mustard off his apron onto the hot dog. First man says that there is a fly in his soup. The cook retrieves the fly out of the soup, squeezing it, telling the fly to spit it all back. The third man disgusted, makes a comment and walks out without his pants. His pants have been stolen.

**Russian Pianist:** The world renown Moresofi Vodka is introduced to perform his original composition Chopinsky Stickovich. He plays Chopsticks.

**School's on Fire:** Scout wanders through area several times holding a glass of water: When asked what he is doing, he replies that the school is on fire. Leader: How do you expect to put the fire out with a tiny glass of water?" Boy answers, "this ain't water, it's gas".

**Scientific Genius:** The scene is the launching pad of a large rocket which can be cut from a large piece of cardboard. There is an elaborate countdown, but the rocket fails to go off at zero. All those present inspect it and check on a number of highly-scientific-sounding devices - the supersonic sector wire; the exhaust fin fanstand; the sub-stabilizer oxidizer, etc. All seem perfect. Finally the smallest boy says: "I've found the trouble. Somebody forgot to put in the fuel."

**Singer:** A guy comes on stage singing in a terrible voice. He acts pompous to a friend saying how is such a great singer. Friend says that he had better quit because of poor health, not the singers, but everyone else's.

**Six Wise Travelers:** The six wise travelers came to a river and discuss ways to get across. One of them sees a boy with a boat and asks him to take them across. the boy says they can use the boat, but he will not take them across. The travelers all get in the boat and it sinks. They scramble out of the river and count themselves, but do it wrong and come up short a person. This can be done more than once. They tell the boy if he can find the missing traveler they will give him a bag of gold. The boy counts them. gets it right, they give him the gold telling the boy how good he is and that maybe he will grow up to be as smart as they are. The travelers then jump in and swim across the river.

**Sour Notes:** The director tunes up the orchestra or chorus and they begin to make music. One by one each player hits a sour note. Each time the director gets upset and throws the player offstage. Repeat until only the accompanist and the director is left. The director then turns to the accompanist and begins a solo. The director hits a sour note and the accompanist jumps up and throws the director off stage coming back on stage with a smug look on his face, bows to the audience and exits.

**Slug Trainers:** Several slug trainers bring on their trained slug and deposit it in the stage center. The slug is a person encased in a sleeping bag. On command the slug performs various trick such rolling over, leaping in the air slightly, etc. A volunteer is brought from the audience and is told that the slug is trained to crawl over the human body. The volunteer lays down and the slug crawls across him leaving a dribble of water or brown cotton balls. The trainers apologize and exclaim, "Sorry, but our slug isn't potty trained."

**Soldier On the Battlefield:** This skit can be played by just one person, or you can use two. A person in battle dress falls on the ground moaning that he is about to die. The orderly kneels over him frantically trying to record his name for the records. He keeps on asking his name, but he is in too much pain to bother with his name and keeps on asking for help. In desperation the orderly tells the soldier that he is dying and that he needs his name to tell his mother. The soldier reply that his mother already knows his name.

**Spelling Contest:** Contestants have numbers on their shirts and the judges have badges to distinguished them from the contestants. Need a list of spelling words, toy guns (or hand if necessary) and a trophy. There are two judges and four contestants. Judge #1 asks are you ready for the annual spelling contest. The contestants say yes and Judge #2 tells them good luck and let's begin. The first contestant steps forward misses the word and is shot by the judge. Second contestant steps forward, spells the word, the judges confer, answering right. The third contestant spells the word wrong and is shot. Contestant #4 comes forward spells his word, the judges confer, say he is wrong and one raises the gun to shoot him. Contestant #4 tells the judge wait, he is sure the word is spelled right. The judges confer again, say the contestant is right and they are wrong and shoot themselves. Contestants #2 and #4 say that they guess that means they both win and walk off together with the trophy.

**Spring:** Gather to the front of the group some people to be trees, birds, and babbling brooks. Then ask for a volunteer to be the most important part, the hero. When he comes to the front, have him run among the trees. Have a little narrative and then say; "Maybe the rest of you wonder when we know it's spring; that's easy, because the sap is running through the tress."

**Statues in the Park:** The scene opens with a statue (boy, standing still) posed as a famous statue such as The Thinker or The Discus Thrower. Another person introduces himself as Dr. Arthritic Kneecap of the University of Amputation and Mutilation. He talks about having discovered a formula to revitalize calcium deposits; even would work on this statue he says. The doctor pours the bottle on the statue and it slowly comes to life. The statue and the professor talk about being alive. The doctor then asks the statue what is the first thing you want to do. The statue says that he wants to kill 5,000 pigeons with his bare hands.

**Submarine (Version 1):** Get one volunteer from the audience and the den/patrol lines up sitting in a straight line with the volunteer at the end. The scout in front (Captain) looks through his periscope and yells, "Enemy Ship!" which is repeated down the line. The Captain then issues the following commands which are repeated down the line: "Fire Torpedo One!...." "We Missed!"...."Fire Two!"...."We Missed!"...."Fire Three!"...."We Missed Again, You Blockhead"...."Enemy Torpedo Coming our Way!"...."We've Sprung a Leak"....as the last command is repeated the next to the last person throws hidden confetti on the last person in line; the volunteer.

**Submarine (Version 2):** This version uses a similar format to format one with the same commands being given, but the following changes occur: The scouts are standing in a row instead of sitting. When the command comes to fire the torpedo one comes, the last person in line says, "I don't know how" which is repeated up line. The captain says, "Pull the red chain, push the blue knob" and pulls on the person's nose for pulling the chain and pushes his chest for pushing the knob. This is repeated down line. This procedure is repeated for each torpedo firing. When the captain exclaims "We missed again you blockhead" the crew jumps up and down and cheers. The captain says, "No, that is bad", to which the crew hang their head and groan. On the last command, when the captain finds out they have failed and have been hit, he takes out a gun (hand like a fist with thumb up and first finger out) and shoots himself, falling down dead. This is repeated down the line to the last person who looks at the gun with a confused expression and says, "I don't know how !"

**Thar's a Bear:** the object is to set up a bear warning system. One at a time set up five to eight fellows standing shoulder to shoulder. The warning system is set up by having each of them repeating the following message:

Leader: "Thar's a Bar." (correct pronunciation is important)

Bear Warner: "Whar?" (be certain that he pronounces it correct, if not correct him.)

Leader: "Over Thar." (pointing with his right hand and arm extended)

A to B: "Thar's a Bar." (at which point he will probably point, so correct him.)

B: "Whar?"

A: "Over Thar." (now he should point with the arm extended for the rest of the skit.)

B - C: "Thar's a Bar." ... and so on until the last one says it to the leader.

Go through the same procedure with the left hand. The third time have both hands extended, right leg extended, bent down. Last time the leader goes through the ritual, he pushes the guy next to him so that the rest will fall like dominoes.

**Three Against 1000:** Three guys all bandaged up and smeared with dirt and blood come dragging into the meeting with the disbelieving tale of the fantastic battle that they had just gone through. "what a battle, what fantastic odds, we never should have attempted it in the first place, 3 against a 1000, unbelievable; hamming it up. Finally, one guy says, "Yeah they were the toughest three guys I've ever seen.

**Ticket Line:** Fans are standing in line waiting to buy tickets for the big game, movie, or concert. Four fans are standing in line, saying how much they want to attend the event and wondering when the ticket window is going to open to sell tickets. A person walks up to the front of the line. The fans get upset telling him to not butt in line and to go to the end of the line and began to shove him back. This person tries once more to reach the front of the line and then gives up and says something to the effect; "I'm giving up, they can get someone else to open this ticket window.

**Toothache:** A boy with a toothache complains to another boy. The other boy says he will help and pulls out tooth with a pair of pliers. The boy with the toothache says wrong tooth. Another person comes along and gives him some apples saying that will cure his toothache. Boy ends up with a stomachache. Another person says to tie a string to his tooth and tie the other end to a door. The door slams in the face of the boy with the toothache. He now has a toothache, headache, and a stomachache. Another person enters with some hedge clippers or a axe or something. He says, "I hear you have a toothache". The boy with the toothache says, "Not that !" and runs off the stage.



**Toothpaste Skit:** In this you need two cups of water and four or more people. The people in the skit all line up in a row in front of the audience. The first person in line has water in his cup and the last person in line has an empty cup with some water hidden in his mouth. The skit starts off with the narrator saying something about this is a demonstration of how a person can brush his teeth when there is a shortage of water. The first person takes a drink of water from his cup and proceeds to brush his teeth with his finger. After a few seconds he stops and places his head against the ear of the next person in line and that person's cheeks begin to bulge out as the first person's cheeks 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 so on down the line until the last person in line is reached. This person upon finishing brushing his teeth releases the water he has in his mouth into the cup in his hand.

**Tracks:** Two boys enter as if following a trail. They begin to argue over what kind of tracks they are: "I say they are raccoon tracks" "No they're wolf tracks" "No they're badger tracks ...". The argument continues until they are suddenly run over by a train. (Several boys linked together making chuga choo sounds, boy in front has a flashlight.

**Trick or Treat:** A child comes home with a bag full of treats. The parent says that he needs to inspect the candy. Gives excuses for not giving most of it back. After the child leaves, the parent says that he must do what he has to do to protect the child and proceeds to eat some of the candy.

**Turkey Contest:** Four guys dressed up like turkeys waiting for the Best Turkey Contest with one turkey really strutting his stuff. Feathers can be made from construction paper and brown type clothes worn. The one turkey who is strutting his stuff, really wants to win, he preens, even leaves for a minute coming back with additional stuffing sticking out. Comments are made about this turkey by the others. The contest begins and the strutting turkey wins only to find out that the winner gets to be Thanksgiving Dinner. The turkey starts to run and the judge chases after him telling the audience how he loves a happy winner.

**Twist Mouth Family:** A mother and a father had several children, now all the children had their mouths twisted out of shape except their son John, who they had sent to college and had just returned. They all got ready for bed and Mother asked Father to blow out the light. "Yes I will," was his reply. "I wish you would," said she. "Well I will," said he. Father blows upward due to the twist in his mouth. Father asks mother (use the same sequence of phrases as in the previous sentence), she blows downward. Mother asks daughter, daughter blows to the right. Mother asks son (not John) who blows to the left. Finally, John, the college son is asked. He blows straight and blows out the candle. Father then says, "What a blessed thing it is to have a son with an education."

**Up Harold:** Mad Scientist and a monster named Harold. The mad scientist talks about his greatest creation Harold. The scientist asks for a volunteer out of the audience. The mad scientist tells Harold to rise up, walk forward, and then the monster gets near the volunteer to kill him. Harold grabs the volunteer and kills him and returns back behind the scientist. The mad scientist goes on about how great his monster is, repeating his commands for Harold to stand up, move forward and kill. What the mad scientist doesn't realize is that Harold is reacting to his commands. The mad scientist continues to gloat as Harold comes forward and kills him. Harold continues walking toward the audience as the stage blacks out.

**Upside Down Singers:** The singers are on stage. An announcer explains that they are going to sing upside down! They duck out of sight behind a curtain (a sheet held by two accomplices will do). Placing their hands in their shoes, they wobble the shoes above the curtain top looking as they are having trouble standing on their heads and are about to topple over while singing. They require practice and the assistance of someone to direct them. To end the skit let one of the curtain holders become distracted and accidentally drop the curtain revealing the "upside down singers" in action."

### **Vampire Snack**

Scene: One vampire, standing onstage, takes a can marked "blood", pours tomato juice from it into a glass and drinks it. The second vampire enters.

Vampire #1: Mmm. Delicious. Would you like some?  
Vampire #2: no, thanks. I couldn't drink another bite.  
Vampire #1: So vat's new.  
Vampire #2: Nothing much. I just saw a poor old bum begging on the street corner.  
Vampire #1: You did. Vat did he say?  
Vampire #2 He wanted me to help him. He said he hadn't had a bite in days.  
Vampire #1: So what did you do?  
Vampire #2: Vat else? Naturally, I bit him!

**The Viper is Coming:** An office setting with a boss and an assistant who runs in and tells the boss that his just received a message that the Viper is coming. The boss gets very agitated and upset repeating the assistant's message. Several others come in repeating the same message. They are all in a state of panic when the last person comes on stage with a squeegee and a sponge announcing, "I'm the vindov viper. I've come to clean your vindovs. Where do I start."

**Washington's Farewell:** It is announced that a member of the troop has memorized Washington's Farewell Address and is about to do a dramatic portrayal of it. A boy emerges dressed as Washington and delivers his farewell address, "Bye Mom!"

### **The Great Grey Ghost Elephant**

In deepest darkest Africa there is a legend concerning the Great Grey Ghost Elephant. Every year after the rains the great grey ghost elephant arose from the mists and wandered through out the land at dawn. When he came to a village he would stop and sniff the air, then he would either go around the village or through it. If he went around the village the village would have a prosperous year, if he went through it there would be hunger and drought. The village of Wat-cha had been visited three years in a row by the elephant and things were very bad indeed, and the village leaderGing-ganga, was very worried, as was the village medicine man Hay-la-shay. Together they decided to do something about the problem.

Now Ging-ganga and his warriors were huge men with big shields and Spears and they decided to stand in the path of the elephant and shake their shields and swords at it to frighten it off.

Hay-la-shay and his followers were going to cast magic spells to deter the elephant by shaking their medicine bags as the elephant approached which made the sound shalawally shallawllly shallawally.

Very early in the morning of the day the Great Grey Elephant came the villagers gathered at the edge of the village on one side were Ging-gana and his warriors (indicate right side of camp fire circle) on the other was Hay-la-shay and his followers (indicate left side of camp fire)

As they waited the warriors sang softly about their leader

Ging Gang Gooli, Gooli, Gooli, Gooli Watcha  
Ging Gang Goo Ging Gang Goo  
Ging Gang Gooli, Gooli, Gooli, Gooli Watcha  
Ging Gang Goo Ging Gang Goo

As they waited the medicine men sang of their leader

Hayla, Hayla Shayla Heyla Shayla Halya Ho-o-o!  
Hayla, Hayla Shayla Heyla Shayla Halya Ho-o-o!

And shook their medicine bags

shallawally shallawllly shallawally shallawally.

And from the river came the mighty great grey elephants reply (Have all the adults do this)

Oompha Oompah Ompah Oompah!

The elephant was coming closer so the warriors beat their shields and sang louder (signal warriors to stand and beat thighs in time)

Ging Gang Gooli, Gooli, Gooli, Gooli Watcha  
Ging Gang Goo Ging Gang Goo  
Ging Gang Gooli, Gooli, Gooli, Gooli Watcha  
Ging Gang Goo Ging Gang Goo

then the medicine men rose and sang loudly

Hayla, Hayla Shayla Heyla Shayla Halya Ho-o-o!  
Hayla, Hayla Shayla Heyla Shayla Halya Ho-o-o!

And shook their medicine bags

shallawally shallawllly shallawally shallawally.

And mighty great grey elephant turn aside and went around the village saying

Oompha Oompah Ompah Oompah!

There was great rejoicing in the village and all the villagers joined to sing

Ging Gang Gooli .....

### **We're Going On Safari**

This is an action chant, which can be performed by as many scouts as you wish. It can be made into something really good, by dressing up in safari gear and carrying rifles.

1st scout: We're going on safari.

ALL: We're going on safari.

1st scout: We're gonna catch a big one.

ALL: We're gonna catch a big one.

1st scout: Ooh look a snake.

ALL: Ooh look a snake.

1st scout: Hiss, hiss.

ALL: Hiss, hiss.

2nd scout: We're going on safari.

ALL: We're going on safari.

2nd scout: We're gonna catch a big one.

ALL: We're gonna catch a big one.

2nd scout: Ooh look a crocodile.

ALL: Ooh look a crocodile.

2nd scout: Snap, snap.

ALL: Snap, snap.

1st scout: Hiss, hiss.

ALL: Hiss, hiss.

3rd scout: We're going on safari.

ALL: We're going on safari.

3rd scout: We're gonna catch a big one.

ALL: We're gonna catch a big one.

3rd scout: Ooh look a panther.

ALL: Ooh look a panther.

3rd scout: Poof, poof.

ALL: POOF, POOF.....Why on Earth poof poof?

3rd scout: Well, he was pink!

2nd scout: Snap, snap.

ALL: Snap, snap.

1st scout: Hiss, hiss.

ALL: Hiss, hiss.

AND SO ON.

To finish you can have someone dressed in a gorilla suit. The last scout starts to sing ooh look a gorilla, then all the others see the gorilla as he comes on stage and chases them all off screaming.

### **Crazy News Flashes**

Today, Lady Blenkinsop Smythe, laid a foundation stone. Both are said to be doing well.

A lorry load of artificial hair has just overturned on the motorway. The police are combing the countryside.

This afternoon, two girl scouts, went for a tramp in the woods. The tramp got away.

A hundred dollar bill has just been found on the campsite. Will the owner, please form an orderly queue outside the mess tent to claim it.

Doctors have just discovered, that people with hairs starting to grow on the palms of their hands are going mad.

PAUSE.

They also tell us that people looking for hairs on the palms of their hands are already mad.

Today thieves broke into the local police station and stole fifty pairs of trousers.  
The police are looking, pretty silly.

Yesterday a chicken swallowed a YoYo. It laid the same egg seventy five times.

Here is a late railway announcement. The train now arriving at platforms 5, 6, 7, 8, 9 and 10 is coming in sideways.

Will the man who has just left the train standing on platform 5. Please come and collect it as we have enough of our own.

### **Push-Button Radio**

**Scene:** One person is pushing buttons (thus changing stations) on a push button radio. Offstage, five people read the parts below. The following radio programs are mixed up with hilarious effects -- a talk on Cub Scouting, a prize fight, a soap opera, a political speech, and a commercial on con flakes.

**NOTE:** Since this skit requires quite a bit of reading, it will be best for 10-12 Year olds, scouts or adults to perform. Rehearse at least twice. The first and last part of the lines are the most important. The second reader should begin immediately after the first reader finishes, etc. This is one time the actors should be instructed not to wait for laughs.

**CUB SCOUT:** Good evening, friends! Tonight, I am going to tell you about Cub Scouting. Cub Scouting is a home-centered program for boys, their leaders, their families and...

**POLITICAL (passionately):** ...scoundrels in high places! I say to you, we must send to Congress men and women of integrity who will stand up to temptation and say...

**SOAP OPERA (with feeling):** ...let me hold you in my arms, darling! Yes, sweet, come close... closer still... and let me put my strong arms around you, and then...

**FIGHT (fast staccato):** ...a hard looping right to the stomach! Wow! Whatta fight this is, folks! Murphy swings a left to the jaw, a right to the head, a left, a right, another right, and the Butcher goes down. He drops straight back on his...

**COMMERCIAL (loud and brassy):** ...large, economy-size package. Yes, friends, ask your grocer today for this big, family-size box of Chlorophyll's Crummier Cornflakes... the only cornflakes with the built-in crumb! Once you have tasted Chlorophyll's, you'll say...

**POLITICAL:** ...how in the world can they do it? How can these men, these elected servants for the people, put politics before principle in such a brazen and outrageous effort to advance their own selfish cause? There is only one thing that will put a stop to their selfishness. I mean none other than...

**CUB SCOUT:** ...a group of overworked cub leaders. The answer to this, of course, is to select assistant cub leaders who can help out where needed. When you ask someone to be a cub leader, just walk right up and say...

**SOAP OPERA:** ...take your hands off me! Don't come near me! I cannot stand you... do you hear? I hate you...

**CUB SCOUT:** ...in this way, of course, a person is more likely to say "yes". And then there is only one thing to watch out for...

**FIGHT:** ...another hard right to the stomach! Now the Butcher is moving in, and Murphy's looking bad... very bad. He has a cut on his forehead and his left eye's swelling fast. In fact, he reminds me of...

**COMMERCIAL:** ...a soggy bowl of leftover cornflakes. So accept no substitutes! Always choose Chlorophyll's cornflakes for the crumminess you love to crunch. Start your day with a big bowl full of Chlorophyll's swimming in heavy cream and covered with strawberries... and a large heaping of...

**POLITICAL:** ...crooked politicians! Yes, my friends, I repeat to you again and again that dishonesty in government, whether local, state, or national, is a shame and a disgrace to our fair land. There is only one thing we can do about it. Only one thing will save our proud and mighty nation...

**CUB SCOUT:** ...four full sixes in every pack! More boys in your pack means more boys to enjoy the fun and benefits of Cub Scouting, as well as more families to share in the leadership. With a full pack, a Cubmaster can look the cub leaders in the face and say...

**SOAP OPERA:** ...Kiss me, you fool! All I ever expected from you was...

FIGHT: ...A hard right to the stomach! And I can see what's coming now...

COMMERCIAL: ...another bowl of soggy, leftover cornflakes. So remember, always use Chlorophyll's...

POLITICAL: ...because they're poison... yes, poison. The best solution to political dishonesty is...

CUB SCOUT: ...more and better Cub Scouting everywhere! (Curtain)

## **The Quest For The Holy Grail**

Adapted from Monty Python and the Holy Grail

We have Arthur, King of the Britons, on a quest to search for the Holy Grail.

### **Swallow Sketch**

A king, pretending to ride a horse rides up to a castle. He had his squire behind him carrying a load of gear, and clapping two coconut halves together to make the sound of a horse riding. A guard pops up from behind the castle walls.

Guard: "Halt! Who goes there?"

King: "It is I, Arthur, son of Uthur Pendragon, from the castle of Camelot, King of the Britons, Sovereign of all England!"

Guard: "...Pull the other one!"

King: "I am! And this is my trusty servant, Patsy. We have ridden the length and breadth of the land in search of knights to join me at my court in Camelot. I must speak with your master"

Guard: "What! Ridden on a horse?"

King: "Yes!"

Guard: "You're using coconuts!"

King: "What?"

Guard: "You've got two empty halves of coconut and you're banging them together"

King: "So? We have ridden since the snows of winter covered this land, through the kingdom of Mercia...."

Guard: "Where'd you get the coconut?"

King: "We found them"

Guard: "Found them? In Mercia? The coconuts tropical"

King: "What do you mean?"

Guard: "Well, this is a temperate zone"

King: "The swallow may fly south with the sun, or the house martin and plummow may seek warmer climes in winter, yet these are not strangers to our land"

Guard: "Are you suggesting coconuts migrate?"

King: "Not at all, they could be carried"

Guard: "What! A swallow carrying a coconut?"

King: "It could grip it by the husk"

Guard: "Its not a question of where he grips it, its a simple question of weight ratios. A five ounce bird could not carry a one pound coconut"

King: "Well it doesn't matter, will you go and tell you're master that Arthur from the court of Camelot is here"

Guard: "Listen, in order to maintain air speed velocity, a swallow needs to beat its wings 43 times a second right? Am I right?"

King: "I'm not interested"

A second guard pops up behind the walls.

Guard2: "It could be carried by an African swallow"

Guard: "Oh yeah, an African swallow maybe, but not a European swallow, that's my point"

Guard2: "Oh yeah, I agree with that"

King: "Will you ask your master to come and see me?"

Guard: "Well then, of course African swallows are non-migratory"

King gets the hump and rides off into the distance. Guards continue discussion, with voices fading.

Guard2: "Oh yeah, so they couldn't bring a coconut back anyway. Supposing two swallows carried it together?"

Guard: "Nah. Then they'd have to have it on a line"

Guard2: "Well simple, they just use a strand of creeper"

Guard: "What, held under the dorsal guided feathers?"

Guard2: "Well, why not"



### **Bring out your Dead Sketch**

Cut to a scene in a town. A cart is being pushed by some peasants with dead bodies on board. The cartman is bashing a triangle and calling out 'Bring out your Dead' periodically. A man carrying a 'body' over his shoulder approaches the cartman.

Cartman: "Bring out your dead!"

Man: "Here's one"

Body: "I'm not dead"

Cartman: "What?"

Man: "Nothing. Here's your ninepence"

Cartman: " 'Ere, he says he's not dead"

Man: "Yes he is"

Cartman: "He isn't"

Man: "Well, he will be soon, he's very ill"

Body: "I'm getting better"

Man: "No you're not, you'll be stone dead in a moment"

Cartman: "I cant take him like that, its against the regulations"

Body: "I don't want to go on the cart"

Man: "Don't be such a baby"

Cartman: "I cant take him"

Body: "I feel fine"

Man: "Well do us a favour"

Cartman: "I cant!"

Man: "Well can you hang around a couple of minutes, he wont be long"

Cartman: "Nah, I gotta go to the Robinsons, they lost nine today"

Man: "Well, when's your next round?"

Cartman: "Thursday"

Body: "I'll think I'll go for a walk"

Man: "Your not fooling anyone you know. Look isn't there something you can do?"

Cartman looks around to see who's watching.

Body: "I feel happy, I feel happy.."

Cartman hits body over head with his club. Man then puts body on cart.

Cartman: "See you on Thursday"

Man: "Alright"

King gallops past.

Cartman: "Bring out your dead!"

### **Black Knight Sketch**

The king arrives at a bridge to see a black knight fighting another knight. The black knight wins and takes up a position in front of the bridge.

King: "You fight with the strength of many men Sir Knight"

Knight: ---- Silence----

King: "I am Arthur, King of the Britons"

Knight: ----Silence----

King: "I seek the bravest and finest knights in the land to join me in my court at Camelot"

Knight: ----Silence----

King: "You have proved yourself worthy. Will you join me?"

Knight: ----Silence----

King gives up and goes to pass Knight.

Knight: "None shall pass!"

King: "What?"

Knight: "None shall pass!"

King: "I have no quarrel with you good Sir Knight, but I must cross the bridge"

Knight: "Then you shall die!"

King: "Then I command you as King of the Britons to stand aside!"

Knight: "I move for no man!"

King: "So be it!"

A fight ensues in which the Black Knight has his left arm chopped off by the king.

King: "Stand aside worthy adversary"

Knight: "Its just a scratch"

King: "A scratch! Yours arms off!"

Knight: "No it isn't"

King: "What's that then?"

Knight: "I've had worse"

King: "You liar!"

Knight: "Come on you pansy!"

The Black Knight attacks the king. Another fight occurs in which the Black Knight loses his other arm.

King: "Victory is mine" (The king bends down to pray) "We thank thee lord, that in thy mercy..."

Knight: "(Interrupts king by kicking him) "Come on then"

King: "What?"

Knight: "Have at you!" (Dances about King)

King: "You are indeed brave Sir Knight, but the fight is mine"

Knight: "Ah, had enough 'ay?"

King: "Look you stupid bugger, you've got no arms left!"

Knight: "Yes I have"

King: "Look!"

Knight: "Its just a flesh wound" (Kicks King)

King: " 'Ere, stop that!"

Knight: "Chicken, chicken" (Kicks King)

King: "I'll have your leg" (Knight kicks King) "Right!" (King chops left leg off Knight)

Knight: "Right, I'll do you for that!" (Hopping about)

King: "You'll what?"

Knight: "Come here!"

King: "What are you gonna do? Bleed on me?"

Knight: "I'm invincible!" (Knight tries to hit king with his head)

King: "You're a Loony!"

Knight: "The Black Knight always triumphs! Have at you!" (Tries to hit king) "Come on then!"

The king sighs and then chops the other knight's leg off. The Black Knight falls and looks around at his missing limbs.

Knight: "Alright. We'll call it a draw"

King: "Patsy" (King calls squire and then rides off)

Knight: "Oh I seem, running away are we? You Yellow Cowards! Come back here and take what's coming to you! I'll bite your legs off!"

### Guards Sketch

We have a knight imprisoned in a castle tower. The lord of the castle calls his guards in to watch the prisoner.

Lord: "Guards!" (2 Dumb guards walk in) "Make sure the prisoner doesn't leave this room until I come and get him" (Lord goes to walk out)

Guard1: "Not to leave the room, even if you come and get him"

Lord: "No, no, until I come and get him"

Guard1: "Until you come and get him, we're not to enter the room"

Lord: "No, no, You stay in the room, and make sure he doesn't leave"

Guard1: "And you come and get him"

Lord: "Right"

Guard2: Hiccups

Guard1: "We don't need to do anything, apart from just stop him entering the room"

Lord: "No, no, leaving the room"

Guard1: "Leaving the room, yes"

Lord: "Alright"

Guard1: "Yep. Oh, er, if if if, we we, if we, er..."

Lord: "Yes?"

Guard1: "Oh..."

Lord: (Talking to guard2) "Look its quite simple. You just stay here and make sure he doesn't leave the room, alright?"

Guard2: Hiccups

Guard1: "Oh, I remember. Can he leave the room with us?"

Lord: "No, no you just keep him in here, and make sure...."

Guard1: "Oh, we'll keep him in here obviously, but if he had to leave and we were with him?..."

Lord: "No, just keep him in here..."

Guard1: "Until you or anyone else...."

Lord: "No not anyone else, just me...."

Guard1: "Just you...."

Guard2: Hiccups

Lord: "Get back..."

Guard1: "Get back...."

Lord: "Right?"

Guard1: "Right. We'll stay here until you get back"

The lord goes to walk out.

Lord: "And make sure he doesn't leave"

Guard1: "What?"

Lord: "Make sure he doesn't leave"

Guard1: "The prisoner?"

Lord: "Yes, make sure he doesn't leave"

Guard1: "Oh, yes of course. I thought you meant him" (Points to guard2) "You know, it seemed a bit daft me having to guard him when he's a guard"

Lord: "All clear?"

Guard1: "Oh, quite clear, no problems"

Lord: "Right"

The lord walks out, and the guards move to follow him.

Lord: "Where you going?"

Guard1: "We're coming with you"

Lord: "No, I want you to stay here and make sure he doesn't leave"

Guard1: "Oh, I see, right"

Guard2: Hiccups

Lord: "Oh, go and get a glass of water"

The lord leaves. The prisoner proceeds to escape acting all innocent whilst the guards just look and smile at him.

### The Beast Sketch

We have the king leading a party of knights in search of a clue to the whereabouts of the holy grail. They are heading for a cavern which is rumoured to hold a deadly beast. The knights approach the cave and 'dismount' from their horses.

K1: "Behold the cave of doom!"

The king decides to go in.

King: "Right, keep me covered"

K2: "What with?"

King: "Just keep me covered"

K1: "Too late!"

King: "What?"

The knights all duck down.

K1: "There he is"

A small rabbit appears.

King: "Where?"

K1: "There"

King: "What? Behind the rabbit?"

K1: "It is the rabbit"

The knights look strangely at the first knight then relaxes.

King: "You silly bugger! You got us all worked up!"

K1: "Well, that's no ordinary rabbit! That's the most bad tempered rodent you ever set eyes on!"

K3: "You tit! I soiled my armour I was so scared!"

K1: "Look that rabbits got a vicious streak a mile wide, its a killer"

K3: "Get stuffed"

K1: "It'll do you up a treat mate"

K3: "What's he do? Nibble your bum?"

K1: "He's got huge sharp.... He can leap about.... Look at all the bodies!"

King: "Go on son, chop his head off"

K4: "Righto, one rabbit stew coming right up"

Knight4 goes to kill the rabbit, and the rabbit jumps on his neck and kills him. All the knights duck down again.

King: "Jesus Christ!"

K1: "I warned you"

K3: "I've done it again!"

K1: "I warned you but did you listen? Oh no, its just a harmless little bunny isn't it? Well its always the same, I always...."

King: "Oh shut up! Right. CHARGE!"

All the knights jump up and charge down. The rabbit jumps from knight to knight killing them. Some knights kill each other by accident.

King: "Run away! Run away!"

The first knight is laughing.

King: "Right, how many did we lose?"

K5: "Gawain, hector and bors"

King: "Right that's five"

K2: "Three sir"

King: "Three. Right we better not risk another frontal assault, that rabbits dangerous"

K3: "Would it help to confuse it if we run away more sir?"

King: "Oh shut up, and go and change your armour"

K2: "Let us taunt it, it may become so cross that it will make a mistake"

King: "Like what?"

The knights think.

K5: "Have we got bows?"

King: "No"

K5: "We have the holy hand grenade of Antioch"

King: "Of course it is one of the holy relics Brother Wotsit carries! Brother bring the holy hand grenade."

Two monks bring down the holy hand grenade to the king.

King: "Er, how does it work?"

K5: "I know not my liege"

Monk1: "Consult the book of armaments. Armaments, chapter2, verses 9 to 21"



The first monk indicates for the second monk to read.

Monk2: “And Saint Harry raised the hand grenade up on high saying, ‘Oh lord, bless this thy hand grenade, that with it, thy may blow thy enemies to tiny bits within thy mercy.’ The lord did grin, and the people did feast upon the lambs, and sloths, and carp, and orang-utans, and breakfast cereals, and fruit bats, and....”

Monk1: “Skip a bit brother”

Monk2: “And the lord spake, saying ‘first thou shall take out the holy pin, then thall shall count to three, no more, no less. Three shall be the number thou shall count, and the number of the counting shall be three, four shall thou not count, neither count thou two, excepting that thou then proceed to three. Five is right out. Once the number three, being the third number thoust shall reach, then lobbest thou the holy hand grenade of antioch, towards the foe, who being naughty in my sight shall snuff it.”

Monk1: “Amen”

Knights: “Amen”

King: “Right, 1, 2, 5”

K2: “3 sir”

King: “3”

The kind lobs the hand grenade at the rabbit and kills it. The knights then enter the cave.

### The Cave Sketch

The knights now enter the cave, creeping about, jumping at the slightest noise. They come across some words scratched into the cave wall.

King: "There, look!"

K1: "What does it say?"

K2: "What language is that?"

King: "Brother Wotsit, your our scholar, what does it say?"

Wotsit: "Its goobldegook"

K1: "Of course"

King: "What does it say?"

Wotsit: "Here may be found the last words of Fred of Dagenham. He who is valiant and pure of spirit may find the holy grail in the castle of aaarrrrggghhhh..."

The knights all look perplexed.

King: "What?"

Wotsit: "In the castle of aaarrrrggghhhh...."

K3: "What is that?"

Wotsit: "He must have died while carving it"

K1: "Oh come on!"

Wotsit: "Well that's what it says"

King: "Look, if he was dying, he wouldn't have bothered to carve aaarrrrggghhhh... He'd just say it"

Wotsit: "Well that's what's carved in the rock"

K1: "Well perhaps he was dictating"

King: "Oh shut up. Well does it say anything else"

Wotsit: "No, just aaarrrrrghhhh..."

The knights start to think, and they say to themselves aaarrrrghhhh in different tones trying to work out what it means.

K3: "Caaarrnnmmggghhhh"

K2: "Where's that?"

K3: "France I think"

K1: "Isn't there a Saint arrrrrgggghhhh in Cornwall?"

King: "No that's Saint Ives"

K1: "Oh yes"

One knight turns round and spots something.

K3: "aaarrrrghhhhhh..."

K1: "No, arrrrgggghhhh, at the back of the throat"

K3: "No, no, aaarrrgggghhh in surprise and alarm"

K1: "Oh you mean a sort of arrrggggghhhhh?"

K3: "Yes that's right. Arrrrgggghhhh"

The knights all look round to find a big monster behind them.

Wotsit: "Its the legendary black beast of arrrgggghhhh...." (Cut short as the monster kills him)

Knights: "Run away! Run Away!"

### **Bridge Of Death Sketch**

The knights come upon a rickety bridge over a chasm, watch over by a wizened old man.

K1: "There it is look, the bridge of death"

K2: "What's that old man doing there?"

King: "He is the keeper of the bridge. He asks a traveller 5 questions...."

K2: "3 questions"

King: "...3 questions, and whomsoever answers the 5 questions...."

K2: "3 questions"

King: "...3 questions may cross in safety"

K3: "What if you get a question wrong?"

King: "Then you are cast into the chasm of eternal peril"

The first knight approaches the old man.

Man: "Stop, who would cross the bridge of death must answer these questions 3, before the other side he see"

K1: "Ask me old man, I am not afraid"

Man: "What is your name?"

K1: "My name is Sir Lancelot of Camelot"

Man: "What is your quest?"

K1: "My quest is to seek the holy grail"

Man: "What is your favourite colour?"

K1: "Blue"

Man: "Right, off you go"

K1: "Oh, thank you. Thank you very much"

The first knight crosses. The scared knight sees this.

K3: "That's easy"

Man: "Stop, who would cross the bridge of death must answer these questions 3, before the other side he see"

K3: "Ask me these questions, I am not afraid"

Man: "What is your name?"

K3: "Sir Robin of Camelot"

Man: "What is your quest?"

K3: "To seek the holy grail"

Man: "What is the capital of Osteria?"

K3: "I don't know that!"

The scared knight is flung into the chasm screaming.

K2: "Right, my turn"

Man: "Stop. What is your name?"

K2: "Sir Galahad of Camelot"

Man: "What is your quest?"

K2: "My quest is to seek the holy grail"

Man: "What is your favourite colour?"

K2: "Blue, no Yellow. aarrrrggghhhhh"

The second knight is flung into the chasm. The King walks up.

Man: "Stop. What is your name?"

King: "I am Arthur, King of the Britons"

Man: "What is your quest?"

King: "My quest is to seek the holy grail"

Man: "What is the airspeed velocity of an unladen swallow?"

King: "What do you mean? An African or an European swallow?"

The old man looks confused.

Man: "I don't know"

The old man is thrown screaming into the gorge.

K4: "How do you know so much about swallows?"

King: "Well you have to know these things when you are a king you know"

