

The Dead Body

Here's a quick laugh

Need: 2 scouts, one will lie down as if dead

Scene: One person lying on the ground, dead.

Another enters, sees him, runs for the telephone and dials 911.

Panicking and gasping he says: "Hello 911, there's a dead person here...

Where? Uh, (looking for a sign)

"I'm at Montgomery and Westchester..."

"Spell it!?... Uh, M-o-t-n... Uh, M-o-t-g,," (confused),

"Just a minute, I'll drag him over to King and Elm !"

Dirty Socks

About a 5 on the Gross chart.

Need: 4 scouts, One large can (Billy can or gallon can) with water placed in the center of the stage.

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!"

Note: (from author)

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.

The Magic Doctor's Chair

Pay close attention here.

Need: 5 scouts (1 as doctor, 4 patients). 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 runs doctor"

The doctor runs off the stage holding his stomach.

Note: For an English group use "trots". Trots is English slang for can't stop going to the toilet

Go Cart

Get your friends with this one.

Need: 2 scouts (1 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 !

Heaven's Gate

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

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

Announcer: Here we are at the Gates of Heaven.

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

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

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

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

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

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

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

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

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

Angel: How did you suffer ?

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

Angel: Well, come on in !!

The Invisible Bench

Need: 4 (or more) scouts .

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

"I'm sitting on the invisible bench."

"Can I join you?"

"Sure, there's plenty of room."

Second boy pretends to sit.

A third boy comes along, and the scene repeats.

Go on for as many boys as you want.

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

AAAAHHHHHH!!!! All seated boys fall down.

Contributed By: Richard A Quinnell, Pack 609 Monterey Bay Area Council

IS IT TIME YET?

Oldy but goody.

Need: 5-8 Scouts standing (or laying) with left foot crossed over right and 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

The LawnMower Sale

Here is a good one "to get" your favorite Scout Leader with.

Need: 3 or 4 boys as lawnmowers, 1 Salesman, and 5 or 6 customers

Lawnmowers on hands and knees in a row. Salesman standing around talking about lawnmower sales: "Lawnmowers, Good Condition, Sale today only. Come and try them"

Customer 1: (walks in) "Hey I'd like to buy a lawnmower. Can I try one?"

Salesman: "Sure give this one a pull" Takes customer to a lawnmower.

Customer 1: Pulls imaginary cord on mower, Lawnmower starts up (Scout makes noise and moves off stage with Cust. 1 pushing...

Repeat the above for (n - 1) lawnmowers. On the last mower, mower won't start, spits and sputters... This happens for all remaining customers. The salesman may even give it a try. Disgusted and concerned about the sale of his last mower, the salesman asks for a volunteer from the audience... Many hands will go up, but salesman will select someone special like Council Executive, Scoutmaster, Commissioner, or Camp Director ... This person will come up and mimic what the others tried to do... Of course the mower starts up immediately and moves off stage..

Salesman turns to audience: "I guess all it needed was a big jerk!"

All exit

The Lost Lollipop

Here is a crowd teaser.

Need: 2 scouts.

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 Lost Quarter

Need: 5 or more scouts.

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 Scout One).

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

Scout One: "A quarter 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 Scout One: "Where did you lose the quarter?"

Scout One: (Pointing away) "Over there"

Other Scout: "Then why are you looking here?"

Scout One: "Because the light is better over here!"

Measurement Problem

It takes all kinds.

Need: 3 scouts (2 older scouts and 1 cubscout).

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

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

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

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

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

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

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

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

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

Cub: Why don't you just lay the pole on the ground and measure its length?

Scout 1: (scornfully) Cubs!

New Saw

Need: 3 scouts (1 as announcer).

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

Get ready to gag.

Need: 5 scouts (1 as announcer)

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.)

Scout 1: (Enters holding the box) Hi guys, would you please hold this box for me while I go into the store ? (Exits)

Scout 2: I wonder what's in the box ?

Scout 3: I don't know, but something is leaking out !

Scout 4: (Rubs finger against the bottom of box, then licks finger) Hmmm, it tastes like lemon soda.

Scout 3: (Also rubs box and tastes finger) No. I think it's more like chicken soup.

Scout 1: (Returns, looks in box and pulls out stuffed dog) Oh, you naughty puppy !

The Raisin

Here is a simple yet popular one.

Need: 5 Scouts (1 to be a table).

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

Seargent and the Private

This is a GREAT one.

Need: 2 scouts (Private and a Seargent).

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: "WaaaaaaHHHHHHHHhhhhhhhhhhhh!!!!!!!!!!!!!"

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 Short Runway

Need: 2 scouts (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 and 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 !

Skit - The Submarine

Here is a simple yet popular one.

Need: 4 to 8 Scouts. Have them stand in a line.

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: "I dont 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 doesnt 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 Captains example until at last the knife comes to the Torpedo Officer Who looks at the knife and says;

TORPEDO OPERATOR: "I dont Know How..."

Wise Grandfather

Characters: Wise Grandfather (Cubmaster with beard), four Cub Scouts

Scene: Wise Grandfather is sitting on the floor with legs crossed looking up

(The first two Cub Scouts come in making a noise until they see Grandfather sitting there.)

Cub 1: Grandfather, what are you looking at?

Grandfather: I am looking for the sign of wisdom.

Cub 2: What is that sign, Grandfather?

Grandfather: Come sit on the floor beside me and I will tell you.

(The first two Cub Scouts sit down but at the same time the next two Cub Scouts come in making some noise. They stop making noise when they see Grandfather sitting with the other two Cub Scouts.)

Cub 3: Grandfather, what are you looking at?

Grandfather: I am looking for the sign of wisdom.

Cub 4: What is that sign, Grandfather?

Grandfather: Come sit on the floor beside me and I will tell you.

(Now all the Cub Scouts are seated. And they start talking among themselves. Grandfather then raises his hand in the Cub Scout sign. The Cub Scouts stop talking and raise their hands in the Cub Scout sign.)

Grandfather: That my young Cub Scouts is the sign of wisdom, for you cannot learn and grow wise if the only sound that you hear are you own voices.

Chris
USSSP Team Member
Baloo's Bugle www.usscouts.org/bbugle/

Campers and Bears

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

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

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

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

Earwash

Patrol of scouts line up facing audience. One announces that this is the Earwash Skit. Scout at end of the line drinks a glass of water. He puts his hands on his ears and shakes his head. Then he pretends to spit the water into the ear of the scout next to him. Repeat this process until the Scout at the end of the line shakes his head. This Scout spits out some water onto the ground.

This requires a scout who can hold water in his mouth and not be noticed.

-- Thanks to Bryan Tolcser, Assistant Senior Patrol Leader, Troop 522, East Schodack, New York

The Lighthouse Story

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

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

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

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

(GROAN)

-- Thanks to Ken Spiegel, Assistant Scoutmaster T209, Medford, NY

The Wide Mouthed Frog

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

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

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

Frog: OOOOOHHH

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

HELLO MRS. BIRD, I'M THE WIDE MOUTHED FROG, TELL ME WHAT DO YOU FEED YOUR BAAABIES. The bird replied: "I feed my babies worms."

Frog: OOOOOHHH

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

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

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

Frog: oh

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

I have used this with up to seven people one for the frog and six animals, no narrator, signs around the neck or held by the persons doing the animals. A narrator can be used if you like, but that would require five people, or you could just recycle the first `animal'. Costumes would provide some added effect, or you could just dress the frog in green, and the other animals appropriately. The animals that you use need not be the ones that I used. When I have more people to work with we add more animals. Having the final animal be one that does not normally eat frogs provides more of a surprise for the audience, but in some situations I have used an animal that does eat frogs here, like when I have taught this to a group of fifth graders at a week long ecology camp where their skit is supposed to include things that they have learned during the week.

-- Thanks to Jay C Bingham, Plano, TX, ADC - Great Plains District, Circle Ten Council

Two Cannibals

I'll bet you can turn this pun into a skit!

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

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

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

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

-- Thanks to Cathy Porter, Webelos Den Leader, Pack 108

The Candy Store -- Another Version

Props: Need a Scout stave, or a stick about 1" diameter x 5' long.

Pick out 2 unknowing people from the group to hold up either end of the stick about elbow high. Let them know the stick they're holding is now a counter in a candy store.

Scout #1 stands behind the stick, acts like he's working behind the counter.

Scout #2 strolls up..."Hmm...a candy store...gee, I'm hungry." Goes up to the counter.

#1: "Can I help you?"

#2: "Yea, I'd really like a Hershey bar."

#1: "Sorry, fresh out of Hershey bars."

#2: "Thanks anyway" and leaves dejected.

Repeat the above scene 3 or 4 times with different scouts, asking for different candy bars, all with the same negative response.

Finally, have all the scouts enter the "store".

#2: "Gee, mister, we asked for Hershey bars, Milky Ways, etc., and each time you said you were fresh out. Do you really have any candy in this candy store?"

#1: "Why, sure I do."

#2: "Well, what do you have?"

#1: "Well, especially for you today, right here I have TWO SUCKERS ON A STICK!"

-- Thanks to William J. Palardy

Emergency Test

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

Announcer: "This is a test."

All: Hmmmmmmmmmmm. (Or Beeeeeeeeep)

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

-- Thanks to David Willcox, SM, T104, Urbana,IL

Joe and the Button Factory

There are umpteen zillion versions of this skit. The one that I know goes like this.

Hi, my name is Joe,

And I work in a Button Factory.

I've got a wife, three kids,

And that's a lot.

One day my boss said to me,

Joe, are you busy?

I said, no. He said,

Then press this button with your right hand.

Repeat the chant, pressing buttons with left hand, right foot, left foot, knees, head, tongue, etc, until finally when the kid is gyrating wildly to the chant, and the boss asks, "are you busy", he says YES! and walks off.

Dr. Frank N. Stein and Igor

Here's a cool skit I learned at Webelos Camp. One Person is the announcer, one person is Igor, one person is Dr. Frank N. Stein, and all the other people are salesmen.

Step 1. Announcer walks up and says, "We will now take you to the home of Dr. Frank N. Stein, where he is working on his latest invention, Igor."

Step 2. (Igor is laying down) One Salesman comes and knocks on the door. Dr. Stein opens door and salesman says, " Hello, my name is ----- and I'm selling ----- . Would you like to buy one? Dr Stein Says, " Sure I'll buy one but first come see my greatest invention, Igor. (Salesman comes inside) Dr Stein says, "This is Igor, Igor can sit, (Igor sits) Igor can stand, (Igor stands) Igor can walk, (Igor walks to salesman) and Igor can kill. (salesman screams and Igor shoves him off the stage)

Repeat until all salesmen are gone.

Step 3. Once all salesmen are gone Dr. Stein walks up to audience and says, "Thank you for coming to see Den\Pack ___'s skit. As you see, Igor can sit, stand, walk, and kill. (Igor shoves Dr. Stein off stage and bows.)

French Restaurant

This skit is best done with older scouts because its rather complicated, and even better if the volunteer is an unknowing new adult leader. It always gets big laughs from everyone involved.

Props needed: two chairs, two glasses of water

Cast: at least three people

For this skit set two chairs facing each other and have a Scout pretend to be opening a French restaurant. He should describe the restaurant, telling the audience all the things he has for the grand opening, a kitchen, the food, chairs, etc. The Scout then realizes that he forgot an important part of the restaurant: the table. He then asks for a volunteer from the audience to come be the table. He then has the volunteer get down on his hands and knees between the chairs as the table. The owner then exclaims, "I can now open the restaurant."

The two people then walk on stage and sit down at the table. The owner asks the guests if they know what they want and the guests say no, so the owner offers to bring them some water while they decide. When the owner comes back with the water he sets it on the table (audience volunteer) and the guests

tell him they are ready to order. The guests then order all types of non-French food (hamburgers, spaghetti, pizza). Upon them doing this the owner gets very upset, arguing that they cannot eat that at his restaurant, as they can order only French food. This goes on for a couple of minutes, the guests ordering non-French food and the owner saying they cannot have it. Finally the guests get up and upset, tell the owner they are leaving for McDonalds, and leave. The owner then turns to the audience and tells them that he hopes they enjoyed the skit, and exits, too. This leaves only the audience volunteer, who, with two cups full of water on his back, cannot go anywhere!

Top Secret Mission

Scout 1 (to audience) " Me and my partner are just taking off in our airplane on a top secret mission.

Scout 2 (Checking Everything) Brakes?

Scout 1: Check

Scout 2: Speed?

Scout 1: Check

Scout 2: Oxygen?

Scout 1: Check

Scout 2: Gas

Scout 1: Terrible, it's been bothering me all day.

(This one went over well with out troop - 1st Port Elgin Troop "B" Port Elgin , Ontario, Canada (we are a country troop))

Country Scouts in the Big City

Two scouts enter campfire circle

#1 Hi, we are country scouts, and this is our first trip to the big city.

#2 Hey, (looking around) did you ever see such big buildings?

#1 & # 2 ham it up, describing all the things they see, stores, statues, offices, traffic, etc. Gee, we don't have anything like this in the country.

Finally #1 stops, looks down, and says "Gee, I wonder what that is for? (He points to a round circle on the ground) - draw one if necessary.

#2 - Oh, I know what that is for, watch me ...

Scouts turn around, and then announce in a loud voice "Some time latter!"

#2 is jumping up and down on the round circle, yelling "21" each time he jumps. #1 is watching, smiling.

#3 comes up, obviously a city scout ..

#3 - Hey what are you guys doing?

#2 - Oh, we are from the country, and this is our first trip to the city. We didn't know it could be this much fun to visit the city.

#3 For crying out loud, guy, you are standing in the middle of the street jumping up and down!

#1 Yeah, but it is fun.

#3 But you'll be hit by a car. You country guys need a lesson about the city!

#2 Aw, come on, try it, it is fun "21" "21" "21"

#3 Not me guy ..

#1 Aw, come on, try it, it really is fun.

#3 steps onto the circle and does a little hop mumbling "21"

#2 No, you've got to really put yourself into it - climbs back on, and jumps again "21"

#3 Oh, OK, I'll show you guys that anything you country scouts can do, we city scouts can do better ... Steps back on the circle, takes a big jump and yells "21"

At this point #1 and #2 whisk away the manhole cover (circle) and #3 screams and falls to the ground, rolling away.

#1 and #2 put the circle back.

#1 climbs back on. OK, my turn now. Hey, this is really fun. "22" "22" "22"

Another CPR Skit

This is a skit that I have done a couple of times in the past few years. Scouter Bill Palmer - 1st Port Elgin, 15th Juan de Fuca Scouts in Victoria, B.C.

One person is laying on the floor. Two other people walk up. First person: "Hey this guy is hurt." he goes and checks his heart beat. First person: "No heart beat, help me do CPR" Second person goes down and starts pumping on the chest and the first guy does the mouth blows.

Do this for a little while.

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

First person: "Ok, ready"

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

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

The Rough Riders

Who: 4 Rough Riders (North, South, East, West) [probably older scouts], two campers

Works well at a campfire and when it's dark outside. Produces great surround sound ("From the North!", "From the South!"...)

Camper 1: Well, we only have room for one person in the tent. You want to sleep inside the tent?

Camper 2: No thanks. You can.

Camper 1: All right... Good night. [gets inside tent, both get in sleeping bags and go to sleep]

[we hear cries from the shadows and from their respective directions, in order, NOT in unison]

North: From the North!

South: From the South!

East: From the East!

West: From the West!

Rough Riders [then in unison]: We are... the Rough Riders!!! [the four run in and make-believe that they are all beating up on the camper outside for a few

seconds, then leave suddenly] Camper 2: Hey Camper1, can I please come inside. These four guys came in and b---

Camper 1: Oh, come on, you were only dreaming. Go back to sleep. [Camper 2 lies back down but doesn't go to sleep, being afraid] [The Rough Riders call out again and repeat the same sequence] Camper 2: Camper1, can I _PLEASE_ sleep in the tent. Those four came out ag---

Camper 1: All right, all right. [reluctantly] Camper 2: [let's out quiet "Yes!"]

[They trade places]

[Rough Riders come out again but North stops them suddenly before they are about to come down on the Camper 1 outside] North: Wait... Hold on a sec, I think we beat this poor guy up enough, let's get the one inside...

[they reach inside the tent and bring Camper 2 back outside and start, well, you know....]

-- Thanks to Michal W. Sterzycki, BSA Troop 494, North Madison, CT

Talking Dog

The scene opens in a restaurant where a waiter is taking a customer's order. A man walks in with a dog. Upon seeing the dog a conversation begins between the agitated waiter and the man.

Waiter: "Hey! You can't bring that dog in here."

Man: "You don't understand sir, this is no ordinary dog. This is a talking dog."

The waiter looks very skeptical.

Waiter: "I'm sorry sir, but the dog will have to go."

Man: "I'll tell you what. If I can prove that my dog can talk, Will you let him stay?"

Reluctantly the Waiter agrees.

The man gets his dog's attention and begins to ask him three questions.

Man: "What is on top of a house?"

Dog: (barking)"Roof"

Man: "What is the opposite of smooth?"

Dog: (barking)"Ruff"

Man: "Who was the greatest baseball player of all time?"

Dog: (barking)"Ruth"

The waiter is furious and throws the man and his dog out of the restaurant.

The man and his dog are sitting on the curb outside the restaurant when the dog turns to the man.

Dog: "Who should I have said, Joe DiMaggio?"

-- Thanks to Mark R. Bohrer, CM Pack 517, SA Troop 99, Lawrenceville GA

THE YELLOW BANDANA

Actors: 1 magician, 1 volunteer

Props: 1 yellow neckerchief, 1 banana, 1 jacket, 1 shirt with front pocket

(like a Scout shirt)

The magician is on stage, with the yellow bandana and banana placed behind him (preferably on a table, but the ground will work), in plain sight of the audience. He is wearing a shirt with a front pocket, and a jacket on top of it. Unbeknownst to the audience, he has a banana in the inside pocket of his jacket. He explains to the audience that he is about to perform a great magic trick and asks for a volunteer to help accomplish this feat.

Of course, a million hands will go up, but the person playing the part of the volunteer should jump up and down, make obnoxious "Oh, Oh, Oh" sounds, and yell in an over-enthusiastic kind of way "Pick me! Pick me!" repeatedly, until it becomes obvious to the magician that in the very least he needs to pick this person just to quiet him down somewhat. When he is chosen, he should hoop and holler and just live it up as he makes his way to the stage. Messy, sloppy dress (shirt untucked, hat on sideways, etc.) will really help him fit the part. He should also act slightly mentally challenged (i.e. slow).

When the volunteer gets on stage, the magician (after a little chat with the volunteer so the audience gets the impression that he truly is mentally challenged) should tell him to stand behind the table containing the objects mentioned before, so as to be out of the magician's view. He then explains to the audience that he will attempt to transfer the object on the table from the volunteer to his front shirt pocket. He should demonstrate that the pocket is empty to the audience. He should tell the volunteer (keeping his eyes toward the audience) that he needs to follow every instruction he is given very carefully, and that he cannot speak at all, or the magic will not work.

Now comes the fun part.

Magician: (facing the audience, but speaking to the volunteer) "Pick up the yellow BANDANA."

Volunteer: (looks confused, starts to ask a question, remembers he should not speak, so he picks up the BANANA)

Magician: (Mimicking the motion as if he had a bandana) "Now, Lay IT out flat on your left hand." (notice he never says the word BANDANA)

Volunteer: (again confused, lays the banana on his left hand)

Magician: "Take the upper left corner, and fold it to the bottom right corner."

Volunteer: (really ham this up - confused, wanting to talk, etc. - finally he takes one end of the banana and folds it over to the other. Be careful not to lose any part of it in the process!)

The magician should go through a few more steps of folding, etc., to the banana, never saying the word BANDANA in the process, with the volunteer whole-heartedly attempting to do exactly as he says.

Magician: "Finally, make a fist with your left hand, take the folded object, and stuff it inside your fist, hiding it from our view."

Volunteer: (grimaces terribly as he attempts to stuff entire banana into his fist)

Magician: "Using your other hand, wave it over the top of your fist, saying the magic words 'Ali-Sis-Koombah' three times." (the magic words can be changed as you prefer)

Volunteer: (motions) "Ali-Sis-Koombah, Ali-Sis-Koombah, Ali-Sis-Koombah."

Magician: "Ladies and gentlemen I shall now pull the object out of my pocket" (reaches into jacket pocket, pulls out BANANA, looks very suprised) "A BANANA?! What? How did that...?" (quickly turns to look at volunteer and sees the BANANA oozing out of his fingers) "I thought I told you to pick up the yellow BANDANA, not BANANA!"

Volunteer: "That's not a BANDANA, that's a neckerchief!"

NOTE: The success of this skit depends on the seriousness of the magician and the facial expressions of the volunteer.

The Would-be Den Leader

My wife and I did this at a Pack meeting. Between things on the agenda I popped up out of my chair, ran up to the front where she was speaking and, acting like a real dweeb, said...

"Ms. Den Leader Coach. Oh, Ms. Den Leader Coach."

"Yes, what do you want?"

"I wanna be a Den Leader, I wanna be a Den Leader. What do I have to do to be a Den Leader?" *Ham this up a lot. Be bouncy and enthusiastic.*

"Well....OK, so you want to be a Den Leader." Hesitantly.

"Yea, Yea!! I wanna be a Den Leader, I wanna be a Den Leader. What do I have to do to be a Den Leader?" Ham this up. Turn and nod to the audience.

"Well...OK. But you first have to answer three questions in order to be a Den Leader."

"OK, OK. What are the questions? What are the questions?" With great enthusiasm.

"OK, here is the first question. Are you ready?"

"Yea, yea. What is it?"

"Here we go. How many days of the week begin with the letter 'T'?"

At this point the prospective Den Leader begins to mumble, might say a thing or two to the audience, particularly if there are Scouts in the front row, counts on his fingers, then says... "I have it, I have it!!!"

"OK, so how many days of the week begin with the letter 'T'?"

"Well, lets see. There's 'Today' (pausing) and 'Tomorrow'. How's that, huh, huh?"

"Well, thats certainly a different answer but I guess that IS correct."

"What's the next question, whats the next question?"

"OK, here's the next question. How many seconds are there in a year?"

"Oooh, that's a real tough one. Let me think." At this point, the dweeb really ponders this, counts on fingers, mumbles, maybe says something to the audience, and counts on his fingers some more, then says... "I have it, I have it!!!"

"OK, so how many seconds are there in a year?"

"Twelve!!!"

"Twelve? How did you arrive at that number?"

"It's easy." Starts counting out on his fingers, "Theres January Second, February Second, March Second. See, twelve!"

"Arrrrgh! Well, once again you have a pretty creative answer and we certainly need creativity in our Den Leaders."

"So whats the third question, whats the third question?" "OK, here it is. How may 'D's are there in the song, 'Rudolf, the Red Nosed Reindeer'?"

"Oooh, that's the toughest one yet. Let me think." At this point, the dweeb really ponders this, counts on fingers, scratches figures in the air, mumbles, maybe says something to the audience, and counts on his fingers some more, then says... "I have it, I have it!!!"

"So, how may 'D's are there in the song, 'Rudolf, the Red Nosed Reindeer'?"

"Seven hundred forty-three."

"Seven hundred forty-three. That's incredible. How did you arrive at that figure."

"It's easy... DE-DE DE-DE-DE-DEE-DEEEE DE-DE-DE-DE-DE-DE-DEEEE..." Sing about that much of it, that way, and leave the stage.

-- Thanks to Kyna and Gary Hendra, The MacScouters, skits@macscouter.com.

The Fisherman

Props needed: one chair, one fishing pole, green garbage bag half filled with crumpled paper.

The Scene set-up: Leader sits on chair, holding pole, making like he is fishing. Another leader announces that the scene takes place on a frozen lake. The sitting leader is obviously a successful fisherman, because look at all of the fish that he has in his garbage bag.

First Leader: (Walks on) Wow! Look at all of the fish! What's your secret? Etc., etc...

Fisherman mumbles a reply but doesn't open mouth... first leader says can't understand reply... while first leader is trying to get fisherman to say something, second leader walks on, and goes through the 'Wow... What's your secret?' routine.... Fisherman mumbles a reply, but still doesn't open mouth. Continue this until all of the leaders are on stage, with all leaders commenting on 'What's your secret?'.... Once all of the leaders are on stage, everyone

starts to get angry at fisherman for not replying in a way that they can understand.., etc., etc.

Finally, fisherman cups hands under his mouth, and goes 'Patooee', and says something like: 'Well, the secret to my success is that you have to keep the worms warm!'

Grossed the cubs out, but this skit has been done at every campfire since then.

Walk-ons

The style of a walk-on is simple. A walk-on should in general be pre-arranged with the person who is supposed to be up there talking. If it is not pre-arranged it can be more of a practical joke. While the leader is talking, a Scout walks on stage doing or saying something. The leader responds accordingly, usually in an exasperated way, and the scout then says the groaner punch line.

Scout: "The squirrels are after me! The squirrels are after me!!"
Leader: "Why on earth would squirrels be after you?"
Scout: "They think I'm nuts!"

Scout: Walks on stage tossing a ball up in the air a foot or two and catching it.
Leader: "What are you doing?"
Scout: "Throwing up!"

Scout: Walks on stage, looks around slowly and says, "Scotty! The aliens are very unfriendly!! Quick!! Beam me aboard!!"
Another scout in the audience: THUNK (the sound of a 2x4 landing on stage)

Scout: Runs up to the leader on stage, starts grabbing at his own clothes, as though he has bugs on him, and says, "They're on me, they're on me!"
Leader: "What's on you."
Scout: "My Clothes!" and walks off stage.

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The Briefcase

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

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

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

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

2. Enters again with a step ladder. Same as before, this time replying:

"I'm taking my case to a higher court"

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

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

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

This can of course be expanded. I saw it in a variety show with many other things happening (mostly knock-knock jokes) in turn. Can be good when done properly.

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 yo-yo. 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.

Smoke Signals

1st scout "Hey George, look over there, smoke signals"

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

1st scout, pretending to look away through binoculars, says very slowly, "Help... My... Blankets... On... Fire.

1st scout looking back at 2nd scout, "Help my blankets on fire

Little Brother

Scout 1: Whatcha doing ?

Scout 2: Writing a letter to my little brother.

Scout 1: Why are you writing so slowly?

Scout 1: Because my little brother can't read very fast!

My Belt

You need two characters, one on stage and the other to rush on in a panic, swatting the air, looking desperate and yelling, "It's all around me, it's all around me!"

"What? What's all around you?" the first player asks. The other replies, "My belt, of course!"

Or even simpler:

One Scout walks on stage while leader is carrying on the meeting, yells, "Help! Help!! It's all around me! It's got me surrounded!!"

Leader says, "What has you surrounded??" Scout says, "My belt!!" and walks off.

The Ruler

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

Spike: I want to get the story straight!

I'm a Rabbit

Cub 1: Ask me if I'm a rabbit.
Cub 2: Okay Are you a rabbit?
Cub 1: Yes. Now ask me if I'm a beaver.
Cub 2: Are you a beaver?
Cub 1: No, stupid. I already told you I was a rabbit!

Missed

Scene 1: Guy juggling balls. Drops one. Snaps fingers and says, "Missed!" Exits.

Scene 2: Same guy juggling balls. Drops one. Snaps fingers and says, "Missed!" Exits.

Scene 3: Same guy Says. "If I don't get it this time, I'll shoot myself!" Juggles balls. Drops one. Exits (Sound of gunshot)

Same guy re-appears, snaps fingers and says, "Missed!"

Pop Quiz

Teacher: What has five fingers and can be made of leather?
Johnny : Eh... I don't know.
Teacher: One glove! Now, what has 10 fingers and can he made of leather?
Johnny : Eh.... I don't know.
Teacher: Two gloves! Now, who is the Governor General of Canada? Johnny : Eh.... Three gloves?

Wait! Wait!

Shopper: Have you any four-volt two-watt bulbs? Clerk : For what?
Shopper: No, four-volt, two-watt.
Clerk : Two what?
Shopper: yes!
Clerk : No.

What a Day

(Three tired looking hikers enter, drop packs and flop in a circle.)

Hiker 1: (groans) What a day.
Hiker 2: (after a pause, groans) What a day.
Hiker 3: (happily) Yeah, it sure was!
Hiker 2: (angrily) If you can't stick to the subject, I'm leaving!
(First two hikers stalk off, leaving third looking very surprised).

The Nutty Fisherman

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

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

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

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

Fisher: "I'm fishing for suckers."

Passer by: "Have you caught any?"

Fisher: "Yes you're the third today"

Bee Sting

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

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

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

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

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

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 tomato or a piece of raw liver or spurt of ketchup out to the audience. A good creative imagination would be an asset here.

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 !"

Good Soup

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

Announcer: This scene takes place in the camp Dining Hall. (Several boys are seated around a large pot, sampling the imaginary contents with the spoons.)

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

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 !