

Cub Scout and Boy Scout Skits

>>> [Triple Prizes](#) <<<

38 Over the Cliff

Intended for: All Scouts

Required: 2 scouts

Scene: One scout is standing at the top of a high cliff, peering down over the edge.

Script:
Scout 1: 38, 38, 38, 38, ...
Scout 2: (walks up behind first scout) Hey, be careful there! What are you doing?
Scout 1: Take a look! There's 38 of 'em down there!
Scout 2: (peers over the edge) 38? 38 what? I don't see anything.
(Scout 1 gives him a gentle push on the back, just enough to send him over the edge.)
Scout 1: 39, 39, 39, ...

Find more Scouting Resources at www.BoyScoutTrail.com

Anyone Else Up There?

Intended for: Boy Scouts, Webelos Scouts

Required: 3 scouts

Preparation: Largest scout stands center stage with arms raised like a tree.

Scout enters stage, pretending to drive a car real fast. He swerves around, drives over a cliff, falling, falling, ... and then jumps onto the tree and hangs on tight.

Script:
Scout : Oh no, my car is totalled 500 feet down there in that canyon. I was sure lucky this tree was growing out of the side of the cliff. The road isn't too far up there. But, there's no way I can climb that cliff.

Scout : Man, my arms are getting tired. (squirm on the tree)

Scout : Help! Heeeelp! Is anyone up there?

Scout : Help! Heeeelp! Is anyone up there? My arms are killing me. (squirm

around on the tree)

Deep Offstage Voice: I am here. I am God and I will help you.

Scout : Cool! What are you going to do? I can't hold on much longer.

God: Let go of the tree.

Scout : What?!? I'll fall 500 feet and splatter all over the rocks.

God: Do you believe in me?

Scout : Well, sure.

God: Then you have nothing to fear. Let go of the tree and I will save you.

(pause)

Scout : Is anyone ELSE up there?

Find more Scouting Resources at www.BoyScoutTrail.com

At The Movies

Intended for: Boy Scouts

Required: 5 scouts
1 girl (or boy acting)
6 chairs
a small bag
a cup
a ring (or pretend)

Preparation: set the chairs in a row facing the audience. 4 scouts sit down leaving the two end chairs open.

Scene: A full movie theater. A boy and his girlfriend are going to the movies, but there are only two seats left.

Script: **Scout 1:** Well, I guess I'll have to sit over here and you can sit there. (they sit down)

Scout 1: (after a pause, leans over to scout next to him and hands him the bag)
Psst, ask her if she wants some popcorn.
(Each scout passes the request down the line)

Girl: Oh, yes please. (takes the bag from last scout)

Scout 1: Psst, ask her if she wants some pop.
(hands cup down the line.)

Girl: Oh, yes please. (takes cup from last scout)

Scout 1: Psst, ask her if she'll marry me. (hands ring down the line.)

Girl: Oh, yes please. (runs off stage holding hands with the last scout)

Find more Scouting Resources at www.BoyScoutTrail.com

Banana Bandana

Intended for: All Scouts

Required: a bandana
a banana

Notes: The whole skit has a premise of mistaking 'banana' for 'bandana'.

Script:

magician: Hello, everyone! Welcome to the Great Mystero's Amazing Magical Bonanza! For my first trick, I need a volunteer to help me make a bandana disappear. (looking around, he choose a planted 'volunteer' that has a banana inside his shirt or pocket)
The volunteer walks up onstage.

magician: Thank you for helping me. For this trick, you can not watch me so let's stand back to back.

magician: Now, you will need a bandana for this trick - do you have one or do you need to borrow one of mine?

volunteer: (reaching in his shirt and pulling out a banana and holding it high for the audience to see) No, I brought my own. I'm ready!

magician: (open bandana and wave it around) OK, first of all, open your bandana.

volunteer: (peels banana) OK, it's open.

magician: OK, now, fold it.

volunteer: (folds banana in half) OK.

magician: Now, fold it again.

volunteer: Again?

magician: Yes, again!

volunteer: (folds banana again) OK.

magician: Now, twist the banana as tightly as you can.

volunteer: (twists banana into mush squeezing out his fingers) OK.

magician: (holding his hand out to the side toward the audience) OK, now slap the bandana into my open hand and it will disappear!

volunteer: Gladly! (squashes the banana into the magician's hand and then walks offstage)

Now the magician can look disgusted at the banana or as a better ending, sticking to the saying 'The Show Must Go On', he can shove the banana mush into his mouth, show his empty hand that it is gone, and take a deep bow!

Find more Scouting Resources at www.BoyScoutTrail.com

Be Prepared

Intended for: All Scouts

Required: 4 scouts
airhorn or siren or even trashcan lids to make a startling loud noise.

Preparation: have one scout in the back of the audience by the last part of the skit.

Notes: This skit fills in between other skits. You need to arrange it with the program leader so he does not announce it as a skit and understands how it works.

First scout seriously walks to center stage, makes the scout sign and waits for silence. When it is fairly quiet, he loudly proclaims "Be Prepared!" and then walks offstage.

Another skit or announcement or song.

Second scout walks to center stage, raises scout sign and waits for silence. When quiet, proclaims "Be Prepared!" and walks off.

Script: Another skit.

Third scout does the same thing.

Another skit.

All three scouts walk center stage and hold up the sign. The fourth scout needs to be in back of audience ready to make noise. When the scouts lower their signs, he blows the horn hopefully startling the audience.

All three scouts say, "We told you to BE PREPARED!"

Find more Scouting Resources at www.BoyScoutTrail.com

Bear Attack

Intended for: All Scouts

Required: 4 or more scouts

2 scouts are camping out, but only have a one-man tent. They argue about who should sleep inside and finally one winds up laying down 'inside' and the other 'outside'. They fall asleep.

A group (2 or 3 scouts) of bears, thugs, or trolls wander by and see the sleeping scout. They rush up and beat on him for a couple seconds and then run off stage.

Script: The scout gets up, hobbles to his buddy, explains he was just attacked, and pleads to change places. The other scout won't switch and tells him to go back to sleep.

Once settled down, the bears come back and beat on him again. Again, he pleads with buddy to trade. This time, he agrees to switch places. (Can repeat once more if its going well.)

After they settle down, the bears come back again. Just as they are going to start beating on the scout outside, one stops and says 'Hey, we've beat this guy up enough - let's get the guy in the tent!!'.

Find more Scouting Resources at www.BoyScoutTrail.com

Bear Warning System

Intended for: Boy Scouts

Required: 5 to 8 victims (audience volunteers)

Have everyone stand in line, shoulder touching shoulder.
Explain that we are going to complete the new Bear Warning training.

Tell everyone we need to crouch down so the bears can't see us so good.
Everyone should be crouching on their heels.

Script: Leader takes his place to the far left of the line.
Leader: "Thar's a Bar!"
Then, the leader tells the guy next to him to say, "Whar?"
Guy A: "Whar?"
Leader: "Over Thar!" (and points to the right with his left arm)
Leader: OK, now you need to pass the warning down the line. Go ahead.

A: "Thar's a Bar!"

B: "Whar?"

A: "Over Thar!" (and points to the right with his left arm)

B: "Thar's a Bar!"

C: "Whar?"

B: "Over Thar!" (and points to the right with his left arm)

... and so on to the end.

Everyone keeps their left arm extended.

Repeat the sequence, pointing to the left with the right arm.

Repeat again, pointing to the right with their left leg. Make sure they stick their leg far out - this is the important part.

For the final time,

Leader: "Thar's a Bar!"

A: "Whar?"

Leader: "Over Thar!" (and pushes his shoulder into Guy A which should cause a domino effect of everyone falling down the line.)

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Best PickPocket

Intended for: Boy Scouts

Required: miscellaneous items such as pocketknife, keys, book
wallet
underwear

Scout #1: I'm the best pickpocket ever.

Scout #2: No way, I'm way better than you.

Scout #1: Oh yeah, let's have a contest to find out.

Scout #2: OK, you start over there and I'll be over here. We'll walk past each other and see who's best.

Script: They go to opposite sides of the stage, then walk past each other very closely, brushing shoulders and say "Hi" as they pass.

Scout #1: (takes a pocketknife from his pocket) Ha! I got your new pocketknife!

Scout #2: So what. I got your keys. (shows keys)

Scout #1: OK, let's go again.

They repeat, and each show what they took - a book, comb, picture of girlfriend,

...

Scout #1: OK, one last time for all the marbles!

They pass once more.

Scout #1: Hey, look at this. I got your whole wallet and look at all this money!

Scout #2: Wow, that was good. I guess you'd be the winner... if I hadn't got your underwear! (waves shorts over his head as he runs offstage)

Find more Scouting Resources at www.BoyScoutTrail.com

Big and Strong Like You

Intended for: Cub Scouts

Notes: The 'Hero' in this skit can be anyone your group recognizes as big and strong - football star, president, cubmaster, ...

Arnold Schwarznegger (Hero) is standing center stage, hands on hips, looking like he is important and in charge.

Boy: Mr. Schwarznegger, how can I become as big and strong as you?

Arnold: Hmmm, let me see. OK, I will share a secret with you. Go home and rub oil on your head every day for one week.

Boy: Wow, Thank you! (exits)

Script: **Boy:** (enters crouching down to be short) Arnold, Arnold, it didn't work! Now I'm even shorter than I was!

Arnold: Hmmm, that's strange. Well, go home and rub oil on your head every day for 2 weeks.

Boy: Well, OK (exits)

Boy: (enters crouching as low as he can) Arnold, Arnold, look at me! I'm shorter than ever!

Arnold: I don't understand. Did you do what I said?

Boy: Yes!

Arnold: What kind of oil did you rub on your head?

Boy: Crisco

Arnold: Crisco!?! That's not oil! That's **SHORTENING!!!**

Find more Scouting Resources at www.BoyScoutTrail.com

Blind Horse

Intended for: Boy Scouts, Webelos Scouts

Required: 3 scouts - one big enough to carry another

Notes: the biggest scout is the horse so he can give the smaller scout a ride.

(scout #1 is walking his horse across the stage. scout #2 is going the other way and sees them.)

Scout #2: Wow! (scout and horse stop.) Sir, that horse is beautiful! It's lines are perfect. It looks wonderful! I would like to buy it from you!

Scout #1: Why you wanna buy my horse? She no looka so good.

Scout #2: Ha! That is the best looking horse I've ever seen! I'll give you \$500 for it!

Scout #1: But, meester, my horse no looka so good.

Script: **Scout #2:** You are a shrewd bargainer, sir. I will give you \$1000 for that horse - right here, right now!

Scout #1: Hokay.

(scout #2 gives the money, gets on the horse, and rides off while scout #1 counts his money.)

(the horse runs into a tree, chair, podium, whatever and the rider falls off. He then walks the horse back to scout #1)

Scout #2: Hey, wait a minute! You sold me a blind horse!

Scout #2: Yes, sir. Like I told you - My horse no looka so good!

Find more Scouting Resources at www.BoyScoutTrail.com

Brains for Sale

Intended for: All Scouts

Required: 2 scouts

AAA, BBB, and CCC are three scouts or groups of scouts, with CCC being the one you are kidding. For example, Freshmen, Juniors, and Seniors. Or, Boys, Girls, and Adult Leaders. Or, Patrol 1, Patrol 2, Patrol 3.

Scout 1: Brains for Sale! Brains for Sale!
Scout 2: Hey, I need some brains. How much are those there? (pointing)
Scout 1: Let's see... This is a jar of [AAA] brains - that's \$20/pound.
Scout 2: No thanks, how about those?
Scout 1: Hmmm, ... \$30/pound. Those are [BBB, ...] brains. That's a good buy!
Scout 2: Well, do you have any others?
Scout 1: (look under counter) Ah-ha! Here's a small jar of some very special brains. But, they're \$50,000/pound!
Scout 2: \$50,000!!!! Why so much?
Scout 1: These are [CCC] brains - do you have any idea how many [CCC] it takes to fill a small jar like this?!!

Find more Scouting Resources at www.BoyScoutTrail.com

Brains for Sale - Version 2

Intended for: All Scouts

Required: 2 scouts

AAA, BBB, and CCC are three scouts or groups of scouts, with CCC being the one you are kidding. For example, Freshmen, Juniors, and Seniors. Or, Boys, Girls, and Adult Leaders. Or, Patrol 1, Patrol 2, Patrol 3.

Scout 1: Brains for Sale! Brains for Sale!
Scout 2: Hey, I need a brain. How much is that one? (pointing)
Scout 1: Let's see... This is a [AAA] brain - that's \$20.
Scout 2: No thanks, how about that one?
Scout 1: Hmmm, ... \$30. That's a [BBB] brain. That's a good buy!
Scout 2: Well, do you have any others?
Scout 1: (look under counter) Ah-ha! Here's a very special brain. But, it's \$50,000!
Scout 2: \$50,000!!!! Why so much?
Scout 1: That's a [CCC] brain - brand new, never been used!

Find more Scouting Resources at www.BoyScoutTrail.com

Branch Manager

Intended for: Boy Scouts, Webelos Scouts

Required: 3 scouts
A large tree branch with leaves
A poster board and Marker

Preparation: Write _"fill in the blank"__ Bank on the poster board large enough for the audience to see.

Scout #1 stands center stage holding the branch. Scout #2 stands next to him holding up the sign.

Script: Scout #3 walks up to Scout #1.
Scout #3: Hello!
Scout #1: Hi, welcome to our bank.
Scout #3: Thanks, but who are you?
Scout #3: Why, I'm the BRANCH manager of course!

Find more Scouting Resources at www.BoyScoutTrail.com

Bravest Scout in the World

A Favorite Skit

Intended for: Cub Scouts

Required: Leader (the victim)
4 to 10 scouts
A trophy
materials for simple costumes for dracula, mummy, werewolf would be a plus.

Preparation: Give the trophy to the unsuspecting Leader telling him that you'll ask him to present it to the scout after this skit.
Have BILLY the brave scout sitting in the audience.
Have all the other scouts offstage.

Script: **MC:** Scouts, Parents, and Guests - welcome. We have with us today a very special scout. Billy, please come up here. This young man has proven his bravery through trials and challenges most of us would never dream of let alone live through.

Billy is afraid of nothing! He has traveled through Transylvania during a full moon, camped out alone in a cemetery, and even kissed a girl once!

MC: I'm sure some of you probably don't believe anyone could be so brave so I've rounded up some of the most gruesome monsters that have ever walked the face of the earth. Billy will demonstrate his bravery for you.

MC: Here comes DRACULA - a blood-thirsty fiend from the old country!

(Dracula glides up to Billy and raises his arms about to attack.)

(Billy smiles and shakes his hand.)

(Dracula dejectedly shuffles off behind Billy while werewolf is coming on.)

MC: And now, a foul werewolf from England - a ferocious beast of the night!

(Werewolf charges in, growling and clawing the air.)

(Billy yawns as he looks at the werewolf.)

(werewolf whimpers away behind Billy as mummy comes in.)

MC: The mummy! an undead creature from Egypt!

(Mummy walks in with arms straight ahead, groaning and mumbling.)

(Billy checks his wristwatch and looks bored.)

(mummy shuffles away as next monster comes in.)

You can use zombie, King Kong, Gollum, ... but Billy is friendly or bored with them all.

Finally all the monsters are gathered behind Billy.

MC: As you can see, nothing scares this bravest of scouts, not even the most hideous monsters of the world. And, to recognize Billy's bravery, our leader, Mr. _____, will now present him with a small trophy. Good job, Billy!

(Billy needs to keep looking out at the audience and smiling. As the leader gets close to him and holds out the trophy, Billy turns from the audience to look at him. Then with a terrified look on his face he runs away from the leader screaming. All the monsters and MC also run away yelling, screaming, and moaning as they leave the stage.)

Find more Scouting Resources at www.BoyScoutTrail.com

Broken Finger

Intended for: All Scouts

Required: 2 scouts

Script: **Scout #1:** Hey, Johnny, you're good with first aid. I need your help.
Scout #2: OK, what's the problem?

Scout #1: When I touch my forehead with my finger, it really hurts. When I push on my jaw, it's also painful. When I press on my stomach, I almost cry. What can it be?

(does each thing as he says them, always pushing with the tip of the same finger)

(Scout #2 looks in his ears, listens to his heart, has him open his mouth, ...)

Scout #2: Man, I don't know. You'd better go see the doctor right away.

Scout #1: OK, I'll be right back.

(Scout #1 runs offstage and returns right back.)

Scout #2: So, what did the doctor say? What's wrong with you?

Scout #1: He says I have a broken finger.

Find more Scouting Resources at www.BoyScoutTrail.com

Brown Pants

Intended for: Boy Scouts, Webelos Scouts

Required: 4 to 8 scouts

Preparation: 1 scout is Captain. 1 scout is lookout. 1 is Captain's galley boy. The rest are men-at-arms ready to fire cannons.

Scouts are on a ship at war cruising the sea looking for enemy.

Lookout: Ahoy, Cap'n! Enemy ships off the starboard bow.

Captain: How many?

Lookout: 2 ships, Cap'n.

Captain: Boy, bring me my red jacket so the men won't see my blood if I'm wounded!

(hands him his imaginary jacket which he puts on.)

Captain: Fire the cannons!

(scouts make cannon noises)

Script: **Lookout:** Woo-hoo! We sunk them both!

(captain takes off his jacket and hands it back to the boy)

Lookout: Ahoy, Cap'n! Enemy ships off the port bow.

Captain: How many?

Lookout: 5 ships, Cap'n.

Captain: Boy, bring me my red jacket so the men won't see my blood if I'm wounded!

(hands him his imaginary jacket which he puts on.)

Captain: Fire the cannons!

(scouts make cannon noises)

Lookout: Woo-hoo! We sunk them all!
(captain takes off his jacket and hands it back to the boy)

Lookout: Ahoy, Cap'n! Enemy ships off the port stern.

Captain: How many?

Lookout: 40 ships, Cap'n!

Captain: Boy, bring me my BROWN PANTS!

Find more Scouting Resources at www.BoyScoutTrail.com

Brownie Pudding

Intended for: All Scouts

Required: A trash can, bowl or paper bag.
Sheet of paper with scribbling on it.
Brownies(optional)

Notes: This skit can be made even more gross by adding elements such as actually putting pudding into the bag or other container and then having last scout smear it on his face as he eats it.

You can use more or less scouts.

Scout 1: I've been watching the food network lately, I have been inspired to cook.

Scout 2: Oh no, last time I tried your cooking I got sick.

Scout 1: I've gotten much better, I'll prove it. taste these brownies that I made.

Scout 2: (tastes brownie, throws up in bag, runs away)

Scout 3: What's up with him?

Script:

Scout 1: Nothing, want a brownie.

Scout 3: Sure. (tastes brownie, throws up in bag, runs away)

Scout 4: What happened to him?

Scout 1: He's, uh, fine. Taste a brownie.

Scout 4: Sure. (tastes brownie, throws up in bag, runs away)

Scout 1: I give up, I guess I wasn't meant to be a chef! (walks or runs away)

Scout 5: (walks in, sees sickness bag, looks at it, digs in) Mmmmmm, warm Brownie Pudding!

Find more Scouting Resources at www.BoyScoutTrail.com

Brushing Teeth

Intended for: All Scouts

Required: 4 to 8 scouts
toothbrushes for each
2 cups

Preparation: Scout #1 has water in his cup. Last scout has a mouth full of water.

Notes: This is like the [Earwashing Skit](#)

Scouts stand shoulder to shoulder facing audience, each with a toothbrush ready. Scout #1 on the left, Last scout on the right. #1 and Last each have a paper cup.

Scout #1: On our last outing, our leader taught us how to keep our teeth clean AND conserve water. We're going to teach you so we can all help conserve water.

Script: Scout #1 takes a drink of water from his cup and brushes his teeth. He swishes the water around, then leans over to the next scout and pretends to spit it into his ear. He then says, 'Aaaaah, refreshing!' or some such thing.

Next scout brushes, swishes, and spits. Continue on down the line to the last scout.

The last scout (with a mouthful of water) brushes, swishes, and then spits a stream of water into his cup or out on the ground if outside.

Find more Scouting Resources at www.BoyScoutTrail.com

Bubblegum

Intended for: All Scouts

Required: 4 to 8 scouts
chair

Script: Scout walks onstage, sits down while pretending to chew gum. He takes his pretend gum out of his mouth, sticks it to the back of the chair, then walks off. Next scout jogs onstage looking tired. He leans on the back of the chair with his hands and finds the gum on his hand. With a disgusted look, he wipes it off his hand onto the chair seat.

Next scout comes out and sits on the chair. After a few seconds, he tries to get up and notices the gum has him stuck. He peels it off and throws it on the ground. Next scout walks across and steps on the gum, getting his foot stuck. He peels it off and, being a nice guy not wanting anyone else to step in it, sticks it to the back of the chair.

First scout comes back on, sits down, reaches back and finds his gum still there. He pops it in his mouth, starts chewing and walks offstage.

Find more Scouting Resources at www.BoyScoutTrail.com

Bully Be Gone

Intended for: Boy Scouts

Required: 3 scouts - small, large, and narrator

(Small scout enters stage left while Bully enters stage right and meet center stage.)

Bully: Hey, kid! Give me all your money!

Scout : No!

(Bully hits him and he falls, kicks him, then bends down and takes his money. Then, bully runs offstage.)

(scout gets up and brushes himself off while narrator speaks.)

Narrator: Have you been bullied? (scout nods) Picked on? (scout nods) Mugged? (scout nods)

Script: Well, then you need **Bully Be Gone** - the new invisible Wall In A Can. The best defense against bullies.

Scout : Yeah! I gotta get me some of that. (and runs offstage opposite the bully.)

(scout and bully enter stage from opposite sides again. Scout is holding imaginary spray can and reading the label.)

Bully: Hey, kid. It's a new day, and a new beating for you if you don't give me your money right now.

Scout : No! (and sprays can in back and forth motion like spraying a wall.)

Bully: OK, you asked for it! (and throws punch but it hits the wall)

OW! My Hand!
(bully kicks at scout)
OW! My Foot!
(scout pushes against invisible wall and it falls on bully, pinning him flat.)
OW! I give up!
(scout reaches into his pocket and takes back his money and walks offstage.)

Find more Scouting Resources at www.BoyScoutTrail.com

Burning Schoolhouse

Intended for: Cub Scouts

Required: 4 or more scouts
one adult leader (optional)
a cup for each scout

Scouts are standing around talking center stage.
Old man runs up to them from the left.

Man: The school house is burning!
(points back to the left)

Scouts: (very excitedly) The school house is burning! The school house is burning!

Script: (Scouts run offstage to the right. One scout comes running back across the stage to the left carrying a cup.
Second scout comes across with a cup while the first returns to the start. Scouts are running back and forth across the stage while the man stands there watching them.)

Scout : Hurry! Hurry! It's burning faster!

(This continues so that one or two scouts are always crossing the stage area in each direction, urging each other to greater speed and to not spill the contents of the cup.)

(Finally the man stops one scout)

Man: Hey, you're never going to put out that fire with those little cups of water.

Scout: Water? This isn't water, it's gas!

Find more Scouting Resources at www.BoyScoutTrail.com

Can of Cola

Intended for: All Scouts

Required: one can of cola
one stool

First scout brings in a stool, puts it down, leaves.

Next scout brings in a can of coka cola, puts it on the stool, leaves.

Next scout opens the can of coke, puts it back on the stool, leaves.

Script: Next scout drinks the whole can of coke, leaves.

Next scout takes the can, leaves.

Next scout takes the stool, leaves.

Next scout comes in, does a really long burp, leaves.

Find more Scouting Resources at www.BoyScoutTrail.com

Can't Work in the Dark

Intended for: All Scouts

Required: 4 or more scouts

All scouts are center stage digging with shovels, raking, whatever manual labor they want.

One scout just stands there with his arm raised straight as if he were holding a torch in his hand.

Script: (Boss walks onstage to survey the work being done. He sees the one guy not working and walks up to him.)

Boss: I'm paying you to work, not to just stand around. Why aren't you working?

Scout #1: I'm a lightbulb!

Boss: Get to work! When I come back, if you aren't working, you're fired!

(boss leaves and everyone continues to do the same things. Then, boss returns and sees scout still not working.)

Boss: That's it! You're fired! Get out!

(scout drops his arm and dejectedly exits stage. As soon as he drops his arm, the rest look around, stop working, and start to leave.)

Boss: Hey, why are you guys leaving? Get back to work!

Scout #2: How? We can't work in the dark!

Find more Scouting Resources at www.BoyScoutTrail.com

Cancer Operation

Intended for: All Scouts

Required: 3 scouts, a tin can, knife, spoon, monkey wrench, tweezers, other items that you might want to ad-lib.
a table is helpful, a sheet is a good addition

One scout is the patient laying on a table or on the floor. Drape the sheet over him as if he is ready for an operation. He needs to have the tin can hidden at his side away from the audience.

One scout, the Doctor, walks in with his hands held up as if he's just scrubbed for surgery. The other carries in all the tools. They lean over the patient.

Doctor: Is this the patient, sir?

Nurse: Yes, sir.

Doctor: Hmmmmmm, looks pretty bad.

Nurse: Can you save him, sir?

Doctor: Well, sir, I don't know. It'll be tough.

Nurse: What does he have, sir?

Script: **Doctor:** It looks like a terrible cancer there, but I think we can do it. Knife!

Nurse: Knife, sir.

Doctor: Spoon!

Nurse: Spoon, sir.

Doctor: Oops, that's the liver.

Nurse: There's the bowels, sir. Pee-uuu!

Doctor: Yes, sir. Those sure smell. Aha, I've found the cancer. Monkey wrench!

Nurse: Monkey wrench, sir.

Doctor: Tweezers!

Nurse: Tweezers, sir.

Doctor: There, I've removed the cancer.

Nurse: Congratulations, sir. But, what should I do with the can, sir? (while holding up a tin can)

Find more Scouting Resources at www.BoyScoutTrail.com

Chainsaw

Intended for: Boy Scouts

Required: 2 scouts

Clerk: Another beautiful day here in the north woods. This new shipment of chainsaws sure look nice. It should be no problem selling them.

Lumberjack: Morning!

Clerk: Hello there. What can I do for you?

Lumberjack: Well, I've been cutting so much wood, my old crosscut saw is pretty much worn out. I need a new saw.

Clerk: Oh, this is your lucky day! This chain saw will let you cut twice as much wood as your old crosscut. And, it's only \$100.

Lumberjack: Sounds like a good deal. Here you go. (hands over money and takes saw)

(the next day)

Clerk: Well, another beautiful day here in the north woods.

Lumberjack: Hey! I think there's something wrong with this saw. I worked twice as hard yesterday but only got half as much wood cut as I did with my old saw.

Clerk: Hmm, that doesn't sound right. Here, let me put a new chain on it and you can try it again.

Lumberjack: Alright, but if it doesn't work any better, I'll be back tomorrow.

(the next day)

Clerk: Well, another beautiful day here in the north woods.

Lumberjack: I give up! This saw is just no good. It's too heavy and I'm just not getting enough wood cut. I want my money back.

Clerk: I'm sorry to hear that. Do you mind if I just check it out first?

Lumberjack: Sure, here. (hands him the saw)

(Clerk pulls the starter rope and then makes loud motor noises.)

Lumberjack: My gosh! What in the world is all that noise?

Find more Scouting Resources at www.BoyScoutTrail.com

Chicken Farmer

Intended for: All Scouts

Required: 4 to 8 scouts

Preparation: One scout stage left - the chicken hatchery owner
Rest of scouts stage right - pretending to all be in a big truck. The driver is a chicken farmer and the rest are his men.

Hatcheryman: (reading a newspaper) Alright! Price of chicken has gone up again. I expect I'll be selling lots of these chicks from my hatchery.

(truck drives up and stops a ways away. Driver walks over to hatcheryman.)

Chicken Farmer: Howdy, there. Is this Chattanooga Charlie's Chicken Hatchery?

Hatcheryman: Sure is, and I'm Charlie. What can I do for ya?

Chicken Farmer: Well, I've been farming beets and spuds for the past 10 years and just haven't been making any money. I read that chicken prices are going up so I'm gonna start farming chickens instead. I need me 10 dozen chicks to get started.

Hatcheryman: Great, that'll be \$100. Have your men load em up from right here. (points behind him to imaginary boxes.)

Chicken Farmer: OK, men - load em up!

(other scouts scurry back and forth loading the truck. When they are done, the chicken farmer and men all drive away back offstage.)

Script: **Hatcheryman:** (reading the newspaper.) Well, what's that I see coming down the road? Hey, its that new Chicken Farmer's truck. It's only been a week since he was here, I wonder what he wants?

Chicken Farmer: Howdy, Charlie. I need another 10 dozen chicks.

Hatcheryman: Well, you got in the business at the right time. Prices keep going up. That'll be \$120 this time.

Chicken Farmer: (pays hatcheryman) OK, load em up.
(men load up the truck again and they drive off.)

Hatcheryman: (reading the newspaper.) Well, looky there! That Chicken Farmer's back. Now what?

Chicken Farmer: Howdy, Charlie. I need another 10 dozen chicks.

Hatcheryman: Man, you must have a pretty good size chicken farm going now. That's a lot of chicks.

Chicken Farmer: Well, I'm not too sure yet. I think I'm either planting them too deep or too close together 'cause they just aren't growing too fast.

Find more Scouting Resources at www.BoyScoutTrail.com

Chory of Stinderella

Intended for: All Scouts

Notes: This is just a monologue that is funny to listen to if it is memorized.

Once upon a time, in a coreign funtry, there lived a geautiful birl, and her rame was Ninderella. Linderella cived with her mugly other and her two sad blisters.

In that same coreign funtry, there also lived a very prandsome hince, called Chince Parming. Chince Parming was going to have a bancy fall, and he'd invited all the people for riles amound, especially the pich people.

Now Cinderella's mugly other and her two sad blisters went out and bought some drancy fesses to bear to the wancy fall. Rindercella wasn't allowed to go, so all she had to wear were wome rirty old dags.

Finally the bight of the nancy fall came, and the mugly other and the two sad blisters rode off in a cancy foach drawn by bour forces. Cinderella couldn't go, so she just cat down and scried.

As she was kitten there scrying, her gairy fodgather appeared! He touched her with his wagic mand, and she was instantly dressed in a geautiful bown of ghite and wold, with matching slass glippers! A kig boach and hix white sorses appeared to bake her to the tall. But the father godfairy warned her to be mome by hidnight, or the diss would resappear and the coach would purn into a tumpkin.

Script:

When Rindercella arrived at the bancy fall, Chince Parming met her at the door, for he had been watching from a widden hindow. Pinderella and the handsome chince nanced all dight, until nidnight, and they lell in fove.

Suddenly, the clock mid strucknight! Cinderella slaced down the rairs and ran away. But as she beached the rottom, she slopped her glass dripper.

The dext nay, Chince Parming went all over that coreign funtry, searching for the geautiful birl who had slopped her dripper, for he was fuch in move and fad to hind her. After a song learch, he came to Hinderella's souse. He tried the slass glipper on the mugly other, but it fidin't dit. He tried the slass glipper on the sin thigly uster, but it fidin't dit. He tried the slass glipper on the sat ugly fister, but it fidin't dit. Tinally, he tried the slass glipper on Cinderella, and it fid dit; it was exactly the sight rize. So Chince Parming and Cinderella were married and they hived lappily after everwards.

Now the storal of this mory is: if you ever go to a bancy fall and want a prandsome hince to lall in fove with you, don't forget to slop your dripper.

Find more Scouting Resources at www.BoyScoutTrail.com

Christmas with the Right Family

Intended for: Cub Scouts

Required: small gifts for every scout

have all scouts stand in a circle, each with a wrapped gift.

Preparation: Explain that you are going to read a story and every time the word **Right** is said, you pass your gift to the right and every time the word **Left** is said, you pass it to the left.

Christmas was almost here and Mother **RIGHT** was finishing the Christmas baking. Father **RIGHT**, Sue **RIGHT**, and Billy **RIGHT** returned from their last minute Christmas errands.

"There's not much **LEFT** to be done," said Father **RIGHT** as he came into the kitchen. "Did you leave the basket of food at the church?" asked Mother **RIGHT**. "I **LEFT** it **RIGHT** where you told me to," said Father **RIGHT**.

Script: "I'm glad my shopping is done," said Billy **RIGHT**. "I don't have any money **LEFT**." The telephone rang, and Sue **RIGHT LEFT** to answer it. She rushed back and told the family, "Aunt Tilly **RIGHT LEFT** a package for us **RIGHT** on Grandpa **RIGHT**'s porch. I'll go over there **RIGHT** now and get it," she said as she **LEFT** in a rush.

Father **RIGHT LEFT** the kitchen and brought in the Christmas tree. By the time Sue **RIGHT** returned, Mother **RIGHT**, Father **RIGHT**, and Billy **RIGHT** had begun to decorate their tree. The entire **RIGHT** family sang carols as they finished the trimming. They **LEFT** all of the presents under the tree and went to bed hoping they had selected the **RIGHT** gifts for their family.

Now, I hope you have the **RIGHT** present for yourself because that's all that's **LEFT** of our story ... except to wish you a Magical Holiday ... isn't that **RIGHT**?

Find more Scouting Resources at www.BoyScoutTrail.com

Clean Silverware

Intended for: All Scouts

Required: 5 to 10 scouts.

Some spoons, forks, and knives and bowls.

Preparation: 1 scout is the Cook.
2 scouts are dogs crawling around his feet.
The rest are scouts coming to dinner.

(scouts are spread out across stage doing things while the cook is stirring pots with his two dogs crawling around on the ground.)

Cook: Come and Get It!

(all the other scouts come running and line up in front of the cook to receive silverware and bowls of food.)

Scout #1: (when handed silverware) Wow! This spoon is sure clean for being out camping. How do you get them so clean?

Cook: Soapsuds and Scrubpad.

(cook hands him his bowl of food)

Scout #2: (when handed silverware) Wow! This fork is sure clean for being out camping. How do you get them so clean?

Script: **Cook:** Soapsuds and Scrubpad.

(cook hands him his bowl of food)

(repeat for each scout. When the last scout gets his, the first scout just finishes his meal and brings his dirty dishes back.)

Scout #1: Thanks, Cookie.

Cook: (whistles and bends down with dishes to the ground offering them to the 2 dogs.) Here, Soapsuds! Here, Scrubpad!

(the dogs run over and start licking the bowl while the other scouts watch and get sick.)

(optional)

Cook: Always do your OWN dishes at camp!

Find more Scouting Resources at www.BoyScoutTrail.com

Clean Socks

Intended for: All Scouts

Required: 5 scouts
a pile of socks

Script: **Scout #1:** (could be a leader instead) Hey, everybody! Our new socks have arrived! Come and get 'em!

[other scouts run onstage and line up to receive socks.]

Scout #1: OK, Johnny, how many socks do you need?

Scout #2: I need 2 pair.

Scout #1: Just two?

Scout #2: Yes, I wear one pair for a week while the other pair is in the dirty wash.

Scout #1: Yuch! Oh well, here you go.

Scout #3: I need 4 pair.

Scout #1: Why 4 pair?

Scout #3: I put on a fresh pair on Monday, Wednesday, Friday, and Saturday.

Scout #1: Well, that's better than wearing them a whole week. Here you go.

Scout #4: I need 7 pair.

Scout #1: Great. I bet that's a fresh pair every day, right? [gives the socks]

Scout #4: Right!

Scout #1: That's what I like. A clean scout! Here you go.

Scout #5: 12 pair please!

Scout #1: 12!? Man, you must really be clean. Why 12 pair?

Scout #5: Well, there's January, February, March, ...

Find more Scouting Resources at www.BoyScoutTrail.com

Climbing Lightbeam

Intended for: All Scouts

Required: flashlight

Scout #1: I can climb anything!

Scout #2: Can you climb that tree over there?

Scout #1: Simple. No challenge. I'm the best.

Scout #2: How about that cliff face?

Scout #1: Already did it, up and down.

Script:

Scout #2: How about the Eiffel Tower?

Scout #1: Been there, done that, had french fries at the top. There's nothing I can't climb.

Scout #2: Mount Everest?

Scout #1: Yep, that took a whole day since there was a raging blizzard. I told you

I can climb anything.

Scout #2: I bet you 10 dollars I can show you something you can't climb.

Scout #1: Yeah, right. It's a bet.

Scout #2: (takes out a flashlight and shines it straight up into the air over the audience.)

Scout #1: Are you crazy? There's no way I'm climbing that!

Scout #2: Ha! I knew it. You can't climb it. Now, pay up!

Scout #1: I CAN climb it. But, I'm not stupid. You'd turn off the light when I'm halfway up!

Find more Scouting Resources at www.BoyScoutTrail.com

Clock Inspection

Intended for: All Scouts

At least 5 scouts, but more if they want bit parts.

One scout is the Clock Inspector with a German accent.

One scout is the Clock Keeper.

The rest are lined up in a row as clocks.

Inspector: It is time to inspect your clocks.

Keeper: OK, right this way please.

(they walk up to first clock in line and the keeper winds it up.)

Script: **Clock #1:** Tick Tock Tick Tock Tick Tock.

Inspector: (making mark in his inspection sheet) Very good.

(they walk up to next clock in line and the keeper winds it up.)

Clock #2: Tick Tock Tick Tock Tick Tock.

Inspector: (making mark in his inspection sheet) Very good.

(they walk up to next clock in line and the keeper winds it up. Continue for all the clocks except last one.)

(wind up last clock.)

Last Clock: Tick ___ Tick ___ Tick

Inspector: (grabs clock and hauls it away) Vee haf vays of making you Tock!

Find more Scouting Resources at www.BoyScoutTrail.com

Clothes from Eddie Bauer

Intended for: All Scouts

Required: 5 to 9 scouts

One scout stands center stage, passing the time.

As each scout walks past from stage left to right, he mentions part of their clothing and asks where they got it...

Script: **Scout #1:** Hi, John. Nice shirt, where did you get it?
Scout #2: Thanks, I got it from Eddie Bauer.
(repeat for each scout walking by using shirt, hat, pants, shoes, belt, ...)

Finally, a scout walks by with a towel wrapped around his waist (with shorts underneath) and no shirt or shoes or socks.

Scout #1: Hey, who are you?

Last scout: I'm new here. My name's Eddie Bauer.

Some people prefer to use JC Penney or LL Bean for the brand name.

Find more Scouting Resources at www.BoyScoutTrail.com

Complaining Monk

Intended for: Boy Scouts

Required: 2 scouts
A sign that says '10 Years Later'

Head Monk is sitting or just standing around.

New Monk walks onstage.

Head Monk: Good morning, monk. It's great to have you join us here at the silent monastery. To strengthen our wills, all new monks take a vow of silence.

Do you understand this?

New Monk: (nods head)

Script: **Head Monk:** Good! You have ten years in which to contemplate life, death, and everything else. At the end of ten years, you may speak any two words you choose. Do you understand this?

New Monk: (nods head)

Head Monk: Great! Have a nice day.

New Monk: (walks offstage)

(Head Monk holds up sign or just says 'Ten Years Later'.)

New Monk walks up to Head Monk.

Head Monk: Aw, dear monk, it has been ten years. What do you wish to say?

New Monk: Hard Bed

Head Monk: Hmmm, I see. Have a nice day.

New Monk: (walks offstage)

(Head Monk holds up sign or just says 'Ten Years Later'.)

New Monk walks up to Head Monk.

Head Monk: Aw, dear monk, it has been another ten years. What do you wish to say?

New Monk: Bad Food

Head Monk: Hmmm, I see. Have a nice day.

New Monk: (walks offstage)

(Head Monk holds up sign or just says 'Ten Years Later'.)

New Monk walks up to Head Monk.

Head Monk: Aw, dear monk, it has been yet another ten years. What do you wish to say?

New Monk: Cold Showers

Head Monk: Hmmm, I see. Have a nice day.

New Monk: (walks offstage)

(Head Monk holds up sign or just says 'Ten Years Later'.)

New Monk walks up to Head Monk.

Head Monk: Aw, dear monk, you have been with us 40 years. What do you wish to say?

New Monk: I QUIT!

New Monk: (begins to walk offstage)

Head Monk: Well, I'm not surprised. He's been complaining ever since he got here!

Find more Scouting Resources at www.BoyScoutTrail.com

Contagious Pregnancy

Intended for: All Scouts

Required: 5 or more scouts
3 chairs
a beachball or basketball

Preparation: one scout is the receptionist for a doctor sitting at a chair behind a pretend desk.
2 chairs are set up in the waiting area.
Patients check in and then wait in the chairs.

Receptionist: (picking up pretend phone.) Hello, Doctor SpongeBob's office. ... Yes, Mrs. Smith your appointment is for tomorrow at 4:00pm. Thank you. Good bye.

(in walks a patient and approaches receptionist.)

Patient #1: Hello. My stomach doesn't feel well. Can I see the doctor?

Receptionist: Certainly. It will be a couple minutes. Please have a seat.

(person sits and another patient walks in. This patient is holding his left arm in pain.)

Patient #2: Oooow. I think my arm is broken. Ooow. I've gotta see the doctor.

Receptionist: Please have a seat.

(patient sits next to other patient. After he sits down, patient #1's left arm flops limp off his lap and he lifts it back up with his right arm, in obvious pain. Patient #2 notices that his arm is miraculously feeling better so he gets up and leaves the office. Patient #1 now alternates between stomachache and arm pain.)

(in walks patient #3)

Script: **Patient #3:** I've got this twitch in my leg that won't go away. Can you help me?

Receptionist: Please take a seat.

(#2 sits down and the twitch migrates from his leg to #1's leg. #2 gets up and leaves joyously while #1 watches him leave. #1 is figuring out that he is getting the other patients' ailments.)

(#4 comes in.)

Patient #4: I've can't seem to keep my head up. My neck feels like rubber. Please help me.

Receptionist: Please take a seat.

(same thing happens. #1 gets the ailment. Continue this for whatever problems you come up with until the final one.)

(last patient walks into the waiting room with a ball under his shirt so he is a pregnant lady.)

Patient #1: (sees the pregnant lady. Jumps up and runs away hollering.)

Find more Scouting Resources at www.BoyScoutTrail.com

CPR Switch

Intended for: Boy Scouts, Webelos Scouts

Required: 3 scouts

Script: Scout #1 walks across the stage and suddenly grabs his chest and collapses at center stage.

Scout #2 and #3 enter, talking about how excited they are about completing their CPR, First Aid, Lifeguard, ... training.

They see Scout #1 and stop.

They rush over and check the person for response.

Scout #2: Are you ok? (shaking his shoulder)

Scout #2: (to Scout #3) Call 9-1-1, he's not responding.

While #3 makes a quick pretend call, #2 listens and feels for breath and signs of life. There are none.

Scout #2 starts **fake** chest compressions while #3 counts them to 15.

Scout #3: Switch!

All three scouts switch positions. #3 lays down. #2 does counting. #1 does compressions.

Find more Scouting Resources at www.BoyScoutTrail.com

Crazy Astronomers

Intended for: Boy Scouts

Need 5 scouts. 4 scouts are placed around the stage, each doing their thing as described below. 5th scout is narrator.

Narrator: Good evening, folks. The Astronomy program was quite popular at camp this past summer, but I've heard the late nights really take a toll on the people and some of them are never the same again. Here's a few of the people that completed the program. Let's see how they're doing.

(to 1st scout who is plucking things from the sky)

Narrator: Hi, what are you doing?

Script: **Scout #1:** Why, I'm taking the stars down so they can be nicely cleaned.

(to 2nd scout who is washing things in a bowl)

Narrator: Hi, what are you doing?

Scout #2: Why, I'm washing the pretty stars.

(to 3rd scout who is hanging things into the air)

Narrator: Hi, what are you doing?

Scout #3: Why, I'm putting the stars back up in the sky.

(to 4th scout who is walking his two fingers up and down his arm)

Nar: Hi, what are you doing?

Scout #4: I'm running away from these guys! They're crazy!

Find more Scouting Resources at www.BoyScoutTrail.com

Crossing the Tracks

Intended for: Boy Scouts, Webelos Scouts

Required: 3 scouts - old man and woman, stationmaster.

Preparation: You could lay down two long ropes in parallel like train tracks, but not needed.

Stationmaster is standing and waiting for something to do, maybe checking his watch.

An old woman and man slowly walk to center stage where they stop and both look to the left and then to the right.

woman: George, go ask the stationmaster when the next train is coming from the North.

man: (as if deaf) Eh? what's that?

woman: Go ask the stationmaster when the next train is coming from the North!

man: Alright! (walks across the imaginary tracks and up to the stationmaster)

Sonny, when's the next train a-comin' from the North?

stationmaster: At 1 o'clock, sir.

man: Eh?

stationmaster: 1 o'clock, sir!

man: Oh, okay. (walks back to woman)

Script: **man:** At 1 o'clock.

woman: Go ask him when the next train is coming from the South.

man: (as if deaf) Eh? what's that?

woman: Ask him when the next train is coming from the South!

man: Alright! (walks across the imaginary tracks and up to the stationmaster)

Sonny, when's the next train a-comin' from the South?

stationmaster: 3 o'clock, sir.

man: Eh?

stationmaster: 3 o'clock, sir!

man: Oh, okay. (walks back to woman)

man: At 3 o'clock.

You can repeat for East and West if you want to drag it out longer.

woman: (looks at watch and thinks a minute) OK, George, I believe we can safely cross the tracks now then. (both walk slowly across, past the stationmaster,

and offstage)

Find more Scouting Resources at www.BoyScoutTrail.com

Dead Body

Intended for: All Scouts

Preparation: 2 scouts

Scene: One scout lying on the ground, dead. Second scout walks in, sees him, runs for the telephone and dials 911.

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

Script:

'Where am I? I'm at Montgomery and Worcestshire.'

'You want me to 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!'

Find more Scouting Resources at www.BoyScoutTrail.com

Dead Parrot

Intended for: Boy Scouts

Required: rubber chicken or something that you can pretend is a dead bird

Notes: This is a classic Monty Python skit. It takes quite a bit of practice to get all the lines down. The full skit continues on, but requires scene changes.

Praline: Hello, I wish to register a complaint . . . Hello? Miss?

Shopkeeper: What do you mean, miss?

Praline: Oh, I'm sorry, I have a cold. I wish to make a complaint.

Shopkeeper: Sorry, we're closing for lunch.

Script: **Praline:** Never mind that my lad, I wish to complain about this parrot what I purchased not half an hour ago from this very boutique.

Shopkeeper: Oh yes, the Norwegian Blue. What's wrong with it?

Praline: I'll tell you what's wrong with it. It's dead, that's what's wrong with it.

Shopkeeper: No, no it's resting, look!

Praline: Look my lad, I know a dead parrot when I see one and I'm looking at

one right now.

Shopkeeper: No, no sir, it's not dead. It's resting.

Praline: Resting?

Shopkeeper: Yeah, remarkable bird the Norwegian Blue, beautiful plumage, isn't it?

Praline: The plumage don't enter into it : it's stone dead.

Shopkeeper: No, no : it's just resting.

Praline: All right then, if it's resting I'll wake it up. (*shouts into cage*) Hello Polly! I've got a nice cuttlefish for you when you wake up, Polly Parrot!

Shopkeeper: (*jogging cage*) There it moved.

Praline: No he didn't. That was you pushing the cage.

Shopkeeper: I did not.

Praline: Yes, you did. (*takes parrot out of cage, shouts*) Hello Polly, Polly (*bangs it against counter*) Polly Parrot, wake up. Polly. (*throws it in the air and lets it fall to the floor*) Now that's what I call a dead parrot.

Shopkeeper: No, no it's stunned.

Praline: Look my lad, I've had just about enough of this. That parrot is definitely deceased. And when I bought it not half an hour ago, you assured me that its lack of movement was due to it being tired and shagged out after a long squawk.

Shopkeeper: It's probably pining for the fjords.

Praline: Pining for the fjords, what kind of talk is that? Look, why did it fall flat on its back the moment I got it home?

Shopkeeper: The Norwegian Blue prefers sleeping on its back. Beautiful bird, lovely plumage.

Praline: Look, I took the liberty of examining that parrot, and I discovered that the only reason that it had been sitting on its perch in the first place was that it had been nailed there.

Shopkeeper: Well of course it was nailed there. Otherwise it would muscle up to those bars and voom!

Praline: Look matey (*picks up parrot*) this parrot wouldn't voom if I put four thousand volts through it. It's bleeding demised.

Shopkeeper: It's not, it's pining.

Praline: It's not pining, it's passed on. This parrot is no more. It has ceased to be. It's expired and gone to meet its maker. This is a late parrot. It's a stiff. Bereft of life, it rests in peace. If you hadn't nailed it to the perch, it would be pushing up the daisies. It's rung down the curtain and joined the choir invisible. This is an ex-parrot.

Shopkeeper: Well, I'd better replace it then.

Praline: (*to camera*) If you want to get anything done in this country you've got to complain till you're blue in the mouth.

Shopkeeper: Sorry guv, we're right out of parrots.

Praline: I see. I see. I get the picture.

Shopkeeper: I've got a slug.

Praline: Does it talk?

Shopkeeper: Not really, no.

Praline: Well, it's scarcely a replacement, then is it?

Shopkeeper: Listen, I'll tell you what, (*handing over a card*) tell you what, if you go to my brother's pet shop in Bolton he'll replace your parrot for you.

Praline: Bolton eh?

Shopkeeper: Yeah.

Praline: All right, then. *He leaves, holding the parrot.*

Find more Scouting Resources at www.BoyScoutTrail.com

Depressed Reporter

Intended for: All Scouts

Required: 5 or 6 scouts

First scout walks out to center stage looking depressed.

Scout 1: I'm a reporter. I have been for 12 years. And in all that time, I've never had a real scoop. Never. I'm a failure. I've done this long enough, so now I'm going to jump off this bridge and kill myself. One, two, ...

Scout 2: Wait! Wait! Why are you jumping?

Scout 1: I'm a failed reporter. I've never had a real scoop."

Scout 2: Oh. You think you have it bad, I'm a truck driver, and I've got hemorrhoids. I think I'll join you.

Scout 1 & 2: One, two, ...

Script: **Scout 3:** Wait! What are you all doing?

Scout 2: We're committing suicide.

Scout 3: Oh, I'm a grade school teacher. I just realized that I can't stand whiney little kids. I think I'll join you.

All: One, two, ...

Scout 4: Wait! What are you doing?

All: We're committing suicide.

Scout 4: Well I'm a florist, and I've got hayfever. sneeze! I think I'll join you.

All: One, two, ...

Scout 5: Wait! What are you doing?

All: We're committing suicide.

Scout 5: I'm a Park Ranger and I hate camping. I'll join you.

All: One! Two! Three!!! (They all jump, except for the reporter.)

Scout 1: Four people jump to their grisly deaths! What a scoop! (He runs offstage, scribbling furiously on his notepad.)

Find more Scouting Resources at www.BoyScoutTrail.com

Did You See That?

Intended for: All Scouts

Required: 4 scouts

Scene: 4 scouts on a hike. The last one in line is oblivious to the wonders of nature around him while the others are all noticing great things.

Scout 1: Wow! Did you see that?

(everyone else except the last scout says things like 'Wow, yeah. That was cool!')

Scout 4: What? Where? I missed it.

Scout 1: It was a huge fish - jumped 3 feet out of the water!

(keep hiking)

Scout 2: Wow! Did you see that?

(everyone else except the last scout says things like 'Wow, yeah. That was cool!')

Scout 4: What? Where? I missed it.

Scout 2: It was a bald eagle - had a 10 foot wingspan!

(keep hiking)

Script: (now the last scout figures out he's looking dumb so he decides to play along even though he doesn't notice something)

Scout 3: Wow! Did you see that?

(everyone else except the last scout says things like 'Wow, yeah. That was cool!')

Scout 4: Uh, ... yeah. Amazing! Cool! (looks around searching for whatever it was they saw)

Scout 3: It was two bighorn sheep fighting!

(keep hiking)

Scout 1: Wow! Did you see that?

(everyone turns around and looks at the ground behind them and say 'wow. amazing. gosh.' the last scout joins in but is obviously searching around for whatever they saw.)

Scout 2: Then why did you step in it? It was the biggest, gooiest pile of bear scat I've ever seen!

(last scout looks at shoe and tries to wipe it off on the ground while all the others

scatter away saying 'gross! yuch! pee-u!')

Find more Scouting Resources at www.BoyScoutTrail.com

Dirty Socks

Intended for: All Scouts

Required: 4 scouts
1 large can full of water
4 coffee mugs

Preparation: Place the can in the center of the stage.

Scout 1: (walks to can with his cup, dips it in and takes a drink) 'Yuch! This Camp Tea is awful!'

Scout 2: (walks to can with his cup, dips it in and takes a drink) 'Yuch! This Camp Coffee is terrible!'

Script:

Scout 3: (walks to can with his cup, dips it in and takes a drink) 'Yuch! This Camp Chocolate is disgusting!'

Scout 4: (walks to can, reaches in and pulls out pair of socks. Wrings them and says...) 'Aaah, they're finally clean!'

Find more Scouting Resources at www.BoyScoutTrail.com

Dirty Socks - Version 2

Intended for: All Scouts

Required: 4 scouts
1 large can full of water
big spoon
socks or underwear

Preparation: Place the can and spoon in the center of the stage with the socks in the can.

Scout 1: (stirring pot) la-de-da. ... hmmm, I hear nature calling, gotta go. (exits stage left)

Scout 2: (enters stage right and walks to can. smells the aroma) Mmmm, camp

soup smells pretty good today. Cookie won't mind if I try it. (takes a sip with the spoon) Boy, that's good. I can't wait for lunch!

Scout 3: (same thing) Mmm, good soup!

Scout 4: (same thing) Mmm, good soup!

Scout 1: (enters stage left. Stirs pot.) La-de-da.

Scout 2,3,4: (enter stage right together) Hey, Cookie, great soup! Yeah, really flavorful! What kind of soup is it?

Scout 1: Soup? I'm not cooking soup! (as he lifts the socks high out of the pot with his spoon and wrings them out)

Other people ham it up by acting overly sick, of course. :-)

Find more Scouting Resources at www.BoyScoutTrail.com

Ditch Wreck

Intended for: Boy Scouts

Required: 6 scouts

Four scouts are arranged as if in a car and drive onto the stage. They imitate a car wreck and they all wind up laying on the ground - 3 of them close together and the 4th a way apart.

Two scouts drive onto the scene as policemen with their siren going.

Police #1: Looks like another bad crash here on MacIntosh Boulevard. Well, we'd better record the details on the report. Let's go.

They walk over to the group of 3 people.

Police #1: This one wound up in the ditch.

Script: **Police #2:** Got it. (writing on his pad) D-I-T-C-H. ditch.

Police #1: Here's another one in the ditch.

Police #2: Yep. D-I-T-C-H. ditch.

Police #1: Number 3 is in the ditch, too.

Police #2: Uh-huh. D-I-T-C-H. ditch.

Police #1: Hmmm, this poor guy is right out here in the boulevard. I'm gonna go check the tire marks while you finish writing this up. (He walks away)

Police #2: OK. Boulevard. B-O-L, nope. Hmmm, B-O-A, nope. Hmmm. (He looks around, then rolls the person over closer to the others.)

Police #2: D-I-T-C-H. ditch.

Find more Scouting Resources at www.BoyScoutTrail.com

Dumb Doctor

Intended for: Boy Scouts, Webelos Scouts

Required: 2 scouts
chairs lined up to be a hospital bed or a tabletop.

(doctor enters hospital room where man is laying on hospital bed, sleeping. doctor walks over close to man and looks at him and starts readying his imaginary status chart.)
doctor: Hmmm, let's see. Mr. Smith. Hmmm, recovering nicely. Good progress!
(man wakes up and starts grabbing his throat like he can't breath.)
doctor: What is it? Do you need something to drink?
(man shakes head No)
doctor: Do you need medicine?
(man shakes head No frantically)
doctor: Are you having a heart attack?
(man shakes head No. He acts like he is scribbling on a piece of paper.)
doctor: You want a pencil and paper?
(man nods head Yes)
(doctor hands him paper and pencil. Man writes note with his last bit of strength and then falls back dead.)
doctor: (reading note) You are standing on my oxygen hose!
(doctor looks down at his shoes and takes a step back, then guiltily scurries offstage)

Find more Scouting Resources at www.BoyScoutTrail.com

Echos in the Woods

Intended for: All Scouts

Required: 2 scouts
1 leader

Preparation: One scout needs to hide outside the door to the room or in the dark away from the campfire.

Script: **Leader:** I was reading on the Internet the other day that many [wooded areas or

rooms] like this one may have strange ECHOing capabilities. If you shout in just the right direction, the sounds can bounce around off the [trees/hills/walls] and come back. I've asked Bobby here to give me a hand in an experiment.

Leader: Bobby, could you please shout something out in that direction (points away from where other scout is hiding).

Bobby: (yells in that direction) "HELLO!"

Leader: Hmm, not that way. Let's try this direction. (points towards where scout is hidden).

Bobby: HELLO!

Echo: HELLO! Hello! hello

Leader: Wow! It works! Hey, Bobby, yell something else out there.

Bobby: HORSE MANURE!

Leader: Hey! That's not very nice. We don't use such language here, Bobby. Try saying something nicer, please.

Bobby: Ok, Ok, Sorry.

Bobby: [Leader's Name] is the best!

Echo: HORSE MANURE! Horse Manure! horse manure

Find more Scouting Resources at www.BoyScoutTrail.com

Elevator to Bathrooms

Intended for: All Scouts

Required: 5 to 10 scouts

Preparation: One scout at center stage. He is the elevator operator in a department store with 5 floors. Other scouts off to the side of stage.

The idea is that people are boarding an elevator because they have to use the restrooms that are on the fifth floor. They really have to go by the time it arrives.

Notes:

You can make the building taller if you want the skit to last longer and have more scouts.

Operator: First Floor!
(1 person enters elevator.)

Scout #1: Fifth floor, please.

Operator: Yes, sir. We'll get there.

Script: (operator closes door. passenger watches numbers above door.)

Scout #1: Come on, 5. Come on, 5.

Operator: Second Floor - Sporting Goods.
(another person gets on.)

Scout #2: Fifth floor, please.

Operator: Yes, sir. We'll get there.
(operator closes door. passengers watch numbers above door and squirm around some.)
People: Come on, 5. Come on, 5.
Operator: Third Floor - Kitchen Appliances.
(another person gets on.)
Scout #3: Fifth floor, please.
Operator: Yes, sir. We'll get there.
(operator closes door. passengers watch numbers above door and squirm around quite a bit.)
People: Come on, 5. Come on, 5.
Operator: Fourth Floor - Children's Toys.
(another person gets on.)
Scout #4: Fifth floor, please.
Operator: Yes, sir. We'll get there.
(operator closes door. passengers watch numbers above door and squirm around a lot.)
People: Come on, 5. Come on, 5.
Operator: Fifth Floor - Ladies Apparel and Restrooms!
(all people run out of elevator and offstage to use the restrooms.)

Find more Scouting Resources at www.BoyScoutTrail.com

Emergency Alert System

◆ A Favorite Skit ◆

Intended for: Cub Scouts

Required: 6 to 10 scouts

Notes: Make sure you practice so the Beeeeps start and stop when they should and so that the punch line does not drag on too long.

All scouts but one stand in line. Lead scout is in front or to one side.

Leader: For the next ten seconds we wil conduct a test of the emergency broadcast system.

Script: (line of scouts all make Beeeeeeeeeeep sound until the leader raises his hand.)
Leader: Thank you. This concludes the test of the emergency broadcast system. Had this been an actual emergency, you would have heard...
(line of scouts scream in panic and run around)

Find more Scouting Resources at www.BoyScoutTrail.com

Enlarging Machine

◆ A Favorite Skit ◆

Intended for: All Scouts

at least 4 scouts and a leader
one volunteer (victim)
sheet

Required:

small stick and large branch
empty balloon and blown up balloon
small dry sponge and large sponge
bucket of water
tiny paper airplane and very large paper airplane

Preparation:

Ask for a volunteer from the audience before the skit is set up. Have the skit leader take the volunteer out of the room for some quick training. Tell him that the leader said this skit can be done only if the floor doesn't get scratched up and nothing gets broken.

Notes:

This skit has water so make sure its ok on the floor.
The victim should be someone with a good sense of humor.

Script:

Leader: Ladies and Gentlemen, I am Gustaf Mulch, world-famous inventor extraordinaire! Today, you are all fortunate to be the first to see my latest invention in action - the **Enlarging Machine!!!**

Leader: Assisting me in my demonstration today is the great [Bob] world-famous sidekick and all-around good guy!

Leader: Bob, please take this small item (person hands him the small airplane) and gently toss it into the machine. When it comes back out, please don't let it hit the floor or it might break. I promise you, its completely safe.

(Bob tosses the airplane over the sheet and a scout sails the huge plane back out towards Bob. Hopefully, Bob will successfully catch the big plane.)

Leader: Wonderful, Bob! You did great! What a huge airplane! (If he did not catch it, tell him to try a little harder next time.)

Leader: Bob, let's continue with the demo. (scout hands him the empty balloon.) (Bob tosses the balloon in and a scout tosses the blown balloon back.)

Leader: Terrific! Good catch, Bob! We really don't want to scratch the floor or break anything. I must admit this is the best the machine has worked so far! Do we have anything else to try?

(scout hands small sponge to Bob)

(Bob throws it over and a scout throws back a large soaking wet sponge.)

Hopefully, Bob is in the habit of catching whatever comes back and catches it)

Find more Scouting Resources at www.BoyScoutTrail.com

Explain the Joke

Intended for: Boy Scouts

Required: 2 scouts - could have 2 or 3 more if available

Notes: Be sure to have actual patrol leaders doing the joke so they are making fun of themselves.

(Scout #1 is a patrol leader standing center stage. Could have a couple more patrol leaders standing around in different spots.)

(Scout #2 comes onstage laughing to himself and walks up to Scout #1)

Script:

Scout #2: Hey, wanna hear a real funny Patrol Leader joke I just heard?

Scout #1: Sure, but before you start, you should know I'm a patrol leader. And, that guy's a patrol leader. And, so is that one over there. So go ahead and tell me your joke.

Scout #2: Ah, never mind. I don't want to have to explain it three times!

Find more Scouting Resources at www.BoyScoutTrail.com

Firing Squad

A Favorite Skit

Intended for: Boy Scouts

Required: 6 to 10 scouts

Notes: You can add more disasters such as tornado, flood, earthquake if you have more scouts.

(3 soldiers in a holding cell stage left. In walks the leader of the enemy.)

Leader: You have all been found guilty of spying. You will each be shot by firing squad as soon as the squad arrives.

(leader walks stage right to wait for the squad)

Script: **Prisoner #1:** Hey, I know how we can get out of this. Let me go first and follow my lead.

(the firing squad enters stage right)

Leader: First prisoner, take your place!

(Prisoner #1 steps out from the others and stands straight and tall facing the firing squad)

Leader: Ready!

Leader: Aim!

Prisoner #1: HURRICANE!

(all the soldiers scurry for cover looking afraid. The prisoner runs offstage. When they realize there is no hurricane, the soldiers line up again)

Leader: Next prisoner, take your place!

(Prisoner #2 steps out from the others and stands straight and tall facing the firing squad)

Leader: Ready!

Leader: Aim!

Prisoner #1: TIDAL WAVE!

(all the soldiers scurry for cover looking afraid. The prisoner runs offstage. When they realize there is no tidal wave, the soldiers line up again)

Leader: Next prisoner, take your place!

(Prisoner #3 steps out from the others and stands straight and tall facing the firing squad)

Leader: Ready!

Leader: Aim!

Prisoner #1: FIRE!

(the prisoner falls, being shot by the soldiers)

Find more Scouting Resources at www.BoyScoutTrail.com

Fishing Secret

Intended for: All Scouts

Required: 4 or 5 scouts

3 or 4 scouts in a group, all fishing and not catching anything. 1 other scout walks onstage, waves to them and they wave back. He sits away and starts fishing. He catches a fish and repeats it a few times.

Script: One scout gets up and walks over to the scout that is catching fish.
Scout #1: I've been here fishing all day and haven't caught anything. You've almost caught your limit already. What's your secret?
Fish Scout : mumble mumble with mouth closed.
Scout #1: What did you say?
Fish Scout : mumble mumble with mouth closed.
Scout #1: Oh never mind! (walks back to buddies)
Scout #1: He's kinda strange. I couldn't understand him.

Repeat with each scout asking his secret until the last scout tries.

Last Scout : We've been here all day and haven't caught anything. What's your secret?

Fish Scout : mumble mumble with mouth closed.

Last Scout : What?

Fish Scout : mumble mumble with mouth closed.

Last Scout : Oh, come on. You can tell me, buddy! (and gives him a slap on the back which causes the scout to take a big hard swallow and look kind of sick.)

Fish Scout : I said - 'You have to keep the worms warm!'

Find more Scouting Resources at www.BoyScoutTrail.com

Follow the Tracks

Intended for: All Scouts

Required: 4 scouts

(All scouts are sitting around a campfire. They can be Indians or cavemen or campers.)

Scout #1: (walks over to storage box and looks in.) Hey, we're about out of meat. I'm going to go get a deer.
(everyone waits while he walks offstage and comes back 15 or 20 seconds later. Could fill the time with a joke or two.)

Scout #2: Hey, nice deer! How did you get it?

Scout #1: I just followed the tracks.

Scout #2: You know, some rabbit would go well with that deer. I'm going to go get some.

Script: (everyone waits until he returns.)

Scout #3: Nice rabbits. How did you get them?

Scout #2: I just followed the tracks.

Scout #3: Nothing like a little possum to go with rabbit. I'll go get some.
(everyone waits until he returns.)

Scout #4: Nice possum. How did you get them?

Scout #3: I just followed the tracks.

Scout #4: Squirrel always adds flavor. I'll go get some.
(everyone waits until he returns.)

(Scout #4 comes limping back, broken leg, all banged up and barely alive.)

Scout #1: Hey, what happened to you?

Scout #4: I just followed the tracks...

Scout #4: And a train hit me!

Find more Scouting Resources at www.BoyScoutTrail.com

Fool's Gold

Intended for: All Scouts

Required: at least 4 scouts - Assayer, his partner, 2 or more miners

The assayer and his partner are in the office, waiting for gold miners to bring in gold from their claims.

Partner: Hey, mind if I go across the street to grab a bite for lunch?

Assayer: Sure, I'll watch the shop.

First miner walks in with a sack.

Assayer: Howdy, what can I do for you?

Miner #1: I think I found some gold on my claim. Here, tell me what this is and what it's worth.

Script: (hands over sack and assayer looks inside)

Assayer: This is just fool's gold.

Miner #1: Dag num it! I've wasted 3 months in them there hills! (storms out, leaving his sack behind.)

As many miners as you have each walk in with a sack and the same general scene unfolds with the assayer getting a pile of sacks.

Finally, his partner comes back from lunch.

Partner: Hey, whatcha got in all them sacks?

Assayer: Ha, I've got all those fools' gold!

Find more Scouting Resources at www.BoyScoutTrail.com

Fred the Flea

Intended for: All Scouts

Preparation: one scout
one volunteer victim

"Here in my hand, I have Fred the Flea. Fred will perform for you some amazing feats. Watch closely."

"Fred, do jumping jacks! Very good! Cheer, everyone!"

"Fred, do a somersault!"

"Fred, do a high jump!" Watch him go way up, then back down.

"Now Fred will do a long jump. I need a volunteer to catch Fred." Pick a leader, or someone in authority.

Script:

"OK, hold your hands out to catch Fred."

"Fred, do a longjump!" Watch Fred jump to the volunteer

"Oh, wait! He jumped too far - don't move!" Walk over to the volunteer. "Fred seems to have jumped into your hair!"

Start picking through the volunteer's hair.

"Here we are .. no, that's not Fred." toss the flea over your shoulder.

"Ah! No, that's not Fred."

"That's not Fred."

"Fred, are you in there?"

"That's not Fred either."

"Fred? Aha! Here he is! He's had a rough day, we're done now."

Find more Scouting Resources at www.BoyScoutTrail.com

Gandhi

Intended for: All Scouts

Required: 6 or more scouts
candle and match
match striking surface and tape
chair
ping-pong ball

Preparation: one scout is Narrator, one is Gandhi, rest are run-ons.
one scout as Gandhi (smallest scout is best, bare-footed, dressed up if desired) stands center stage. Gandhi has match striking surface taped to the bottom of one foot.

Narrator: A mystical, peace-loving man from India spent much of his life promoting non-violence. We can learn a lot from this man. His name is Mahatma Gandhi. (Gandhi walks around stage.)

Narrator: Gandhi led a simple life and usually walked barefoot. Over time, this made his feet very tough with thick calluses.

(scout comes onstage with candle and match, looking for a place to light it.)

Scout #1: Gandhi, I am unable to light my candle. Can you help me?

Gandhi: Certainly. (he sits down on the chair and crosses his leg up so his soul with the match striking surface is available to the scout, but not seen from the audience. The scout strikes the match, lights the candle.)

Scout #1: Oh, thank you, great Gandhi.

Gandhi: Don't mention it.

(scout walks to stage side to wait for end.)

Narrator: Gandhi also fasted many times to make political statements. This lack of food made him quite frail and fragile.

(scouts come onstage bouncing a ping-pong ball back and forth. One misses it so it bounces over to Gandhi.)

Scout #2: Gandhi, would you please return our ball to us?

Gandhi: You bet. (gets up and goes to the ball. Tries to pick it up, but can not because he is so weak.)

Gandhi: Sorry, boys. That ball is too heavy for fragile little me. (scouts get their ball and walk to the stage side.)

Script:

Narrator: Gandhi also ate a simple diet, but it was very spicy Indian food and he did not visit the dentist often. This gave him halitosis, which is just a scientific word for Bad Breath.

(scouts come onstage and walk up to Gandhi.)

Scouts: Hello, Gandhi!

Gandhi: Hiiiiiii, people! (scouts grab their noses and make a deal about how bad it smells, and run to the stage side.)

Narrator: Now, you know about Gandhi. He was a Super Callused, Fragile, Mystic hexed by Halitosis.

(all scouts run to center stage, link arms with Gandhi, and they all sing the Mary Poppins song...)

Super callused fragile mystic
hexed by halitosis.

Even though the sound of it
is something quite atrocious.
If you say it loud enough,
you're sure to sound precocious.

Super callused fragile mystic
hexed by halitosis!

Find more Scouting Resources at www.BoyScoutTrail.com

George Washington and the Cherry Tree

Intended for: All Scouts

Required: 4 scouts

Scene: 3 scouts sitting around a campfire with one scout acting as the adult leader.

Leader: We need to reflect on our day at camp. For the most part, I think it was a great day. What do you think?

Scouts: yeah! great! really good!

Leader: But, there was one instance that we need to take care of. I'm sure you know what it was. I only want to ask once - who rolled the tent over that cliff over there?

Scouts: Not me! I didn't! It wasn't me! Don't look at me!

Leader: OK, let me tell you a little story about our first president, George Washington. George's dad had a cherry tree that produced lots of cherries every year. One day, when George's dad came home, his cherry tree had been chopped down.

Scouts: Huh! Hmmm! Uhuh!

Script:

Leader: Yep, and when George's dad asked him 'Son, did you chop down my tree?', George, being honest and brave, replied 'Yes sir, I did it.' Well, George's dad said 'Since you told me the truth, we'll pick all the cherries and make a big cherry pie for you.'

Scouts: Wow! Really! Huh!

Leader: Now, one last time - Who pushed the tent over the cliff?

Scout #1: Not me!

Scout #2: I didn't!

Scout #3: (sheepishly replies) It was me.

Leader: (mad and grabs the scout by the arm to take him away.) Come on, then! You're going home!

Scout #3: But George Washington got a cherry pie for telling the truth!

Leader: George Washington's father wasn't in the cherry tree when George Washington cut it down!

Find more Scouting Resources at www.BoyScoutTrail.com

Getting Into Heaven

Intended for: Boy Scouts

Required: 4 or more scouts

Angel: Well, pretty slow day here at the Gates of Heaven. Oh, I see a customer floating over now. Let's see what his story is.

Scout #1: Good morning, I seem to have died. I'm sure glad I came to heaven.

Angel: Hold on there, son. You aren't in yet. Only good folks that have suffered enough on earth get to enter heaven. How have you suffered on earth?

Scout #1: Hmmmm, well I ate camp food three years.

Angel: Sorry, dude, that's not enough suffering.

(Scout exits dejectedly.)

Scout #2: Howdy!

Angel: How have you suffered on earth?

Scout #2: I backpacked 65 miles through the mountains.

Angel: Sorry, but that's not enough suffering.

(Scout exits dejectedly.)

Script:

Scout #3: Hello!

Angel: How have you suffered on earth?

Scout #3: I forgot my sleeping bag on a winter campout, and I got poison ivy seven times, and I had chicken pox, and my parents never gave me an allowance, and I had to walk 4 miles to school uphill both ways.

Angel: Oh, so close. But, sorry, not enough suffering.

(Scout exits dejectedly.)

[have as many scouts as desired come up with ways they've suffered.]

Last Scout : Hey, Angel, any chance I could get into heaven today?

Angel: How did you suffer on earth?

Last Scout : I'm in [name of Patrol or Troop]

Angel: Oh, you poor soul. Come on in!

Find more Scouting Resources at www.BoyScoutTrail.com

Give the Frog a Loan

A Favorite Skit

Intended for: Boy Scouts

Required: 3 scouts - a frog seeking a loan, Patty Wack the loan officer, Mr. Smith the bank manager.
a statue, stick, or some small silly item

Mr. Smith is offstage.
Patty Wack is seated at a desk.
The frog walks into the bank.

frog: Ribbit. Good morning.
patty: Good morning. (looks up and sees frog.) Oh my! Uh, my name is Patty Wack. How can I help you?
frog: Ms. Wack, I'd like to get a loan to buy a boat and go on a long vacation.
patty: (Takes a hard look at the frog, then shrugs her shoulders and gets out loan form. She starts filling in information) How much would you like to borrow?
frog: \$25,000 please.
patty: What is your name?
frog: Kermit Jagger, I'm Mick Jagger's son, you know. My dad is good friends with your bank manager.
patty: Well, \$25,000 is quite a bit of money. We will need some collateral to secure the loan. What do you have?
frog: (holds up a small item) I have this Hummel!
patty: (takes item and looks at it in confusion) Well, ummm, I'm going to have the bank manager take a look at this.
(yells) Mr. Smith, could you come here please?!
Mr. Smith: Yes, Ms. Wack. What seems to be the trouble?
patty: This frog's name is Kermit Jagger and he claims his father knows you and he wants a \$25,000 loan and he wants to use this, this, this 'HUMMEL!' as collateral. I don't even know what a Hummel is or if we can even give a loan to a frog!
Mr. Smith: Obviously, it's a knick-knack, Patty Wack. Give the frog a loan. His old man's a Rolling Stone!

Find more Scouting Resources at www.BoyScoutTrail.com

Good Thing About Christmas

Intended for: All Scouts

Required: 4 or more scouts - 2 narrators, a scout, an adult, Aunt Ruth.

Notes: Could have more scouts, each with a role to come on and perform for each Good/Bad item.

(Adult Leader could be a larger scout playing the role of a grumpy adult)

Narrator 1: A good thing about Christmas is ...

Scout : ... Getting Christmas cards.

(opens envelope pulls out the card and smiles)

Narrator 2: A bad thing about Christmas is ...

Adult Leader: ... Writing out and sending the Christmas cards.

(pretends to write, gets cramp in his hand and shakes it)

Narrator 1: A good thing about Christmas is ...

Scout : ... Christmas vacation.

Narrator 2: A bad thing about Christmas is ...

Adult Leader: ... Christmas vacation.

(Scouts run around him once yelling)

Narrator 1: A good thing about Christmas is ...

Scout : ... Dreaming that you're Santa flying through the sky.

Narrator 2: A bad thing about Christmas is ...

Adult Leader: ... Wearing an old rented Santa suit.

(smells his armpit)

Script: **Narrator 1:** A good thing about Christmas is ...

Scout : ... Having a white Christmas.

(flutters his fingers like snow)

Narrator 2: A bad thing about Christmas is ...

Adult Leader: ... Having a white Christmas.

(pretends to shovel snow)

Narrator 1: A good thing about Christmas is ...

Scout : ... Eating Christmas cookies.

Narrator 2: A bad thing about Christmas is ...

Adult Leader: ... Making Christmas cookies.

(pretends to mix the dough in a big bowl)

Narrator 1: A good thing about Christmas is ...

Scout : ... Santa comes.

Narrator 2: A bad thing about Christmas is ...

Adult Leader: ... Santa's reindeer come too.

(takes a step and picks up his foot and shakes it so everyone knows what he just stepped in)

Narrator 1: A good thing about Christmas is ...

Scout : ... Unwrapping presents.

Narrator 2: A bad thing about Christmas is ...
Adult Leader: ... Cleaning up after unwrapping presents.
(pretends to pick up the wrappings from the floor)

Narrator 1: A good thing about Christmas is ...
Scout : ... Peace on Earth.
Narrator 2: A bad thing about Christmas is ...
Adult Leader: ... It's not always so peaceful.
(Scout 1 pretends to play with loud electronic game, bangs drums or other noisy toy)

Narrator 1: A good thing about Christmas is ...
Scout : ... Christmas dinner.
Narrator 2: A bad thing about Christmas is ...
Adult Leader: ... Aunt Ruth.
(someone runs on stage with a wig on, pinches his cheek and shakes it, yelling Oh, you're sooo cuute!)

Narrator 1: A good thing about Christmas is ...
Scout : ... Getting a do it yourself - build your own motorcycle kit and your Dad is going to help you put it together.
Narrator 2: A bad thing about Christmas is ...
Adult Leader: ... Opening the box and finding the instructions are in Chinese.

Narrator 1: A good thing about Christmas is ...
Scout : ... it's only ___ days away.
Narrator 2 A bad thing about Christmas is ...
Adult Leader: ... It only comes once a year. Merry Christmas!

Find more Scouting Resources at www.BoyScoutTrail.com

Got Any Duck Food?

Intended for: All Scouts

Scout 1 stands behind box or chair or table being used as the store counter.

Customer: (walks in and faces store owner) Got any duck food?

Owner: No, this is a hardware store. We don't sell duck food.

(customer leaves and comes back the next day)

Script:

Customer: Got any duck food?

Owner: No! This is a haaaardwaaaaaaare store.

We....do....not....sell....duck....food.

(customer leaves and comes back the next day)

Customer: Got any duck food?

Owner: No! No! No! And, if you ask me again, I'm gonna nail your feet to the floor!

(customer leaves and comes back the next day)

Customer: Got any Nails?

Owner: No.

Customer: Got any Duck Food?

Find more Scouting Resources at www.BoyScoutTrail.com

Gravity Check

Intended for: All Scouts

Required: 1 scout

The scout runs in from the side of the stage and yells, "Gravity Check!" as he jumps as high as he can.

Script: When he lands, he says, "CHECK!" and runs off the stage.

Or, if the ground is soft enough and he is tough enough, he can flop on the ground for his landing and yell, "CHECK!" as he staggers off stage.

Find more Scouting Resources at www.BoyScoutTrail.com

Great Raisins

Intended for: All Scouts

Required: 5 or more scouts.
big dark-colored garbage bag for each.

Preparation: all but one scout puts a garbage bag on like a coat - with a hole cut out for his head.

All scouts but one are Raisins and they come on stage and line up. They sing the Raisin Bran song.

Script: "We are the raisins that make the Raisin Bran so great." over and over and over ...

Last scout walks onto stage with his fingertips together over his head so his arms make a big circle - he is the spoon.

Raisins: Spoon! Aaaaaah! (and they all run around in a panic, but not too fast)

The 'spoon' catches one raisin and takes him offstage.

Raisins line up, settle down, and start their song again.

Spoon reappears and takes another raisin.

Repeat until only one raisin is left. He stands there sadly and sings:
"Oh, I wish I were an Oscar Meyer weiner ..."

For added fun, have the 'spoon' enter the stage the 2nd or 3rd time with only one arm pointing straight up - he's a knife. :-)

One Raisin yells - "Spoon!!!"

Another yells - "Hey, its just a knife! I think he's after the jelly." and they all settle down while the knife walks across.

Can do the same thing with both arms pointing up with elbows bent to the side slightly - a fork. :-)

One Raisin yells - "Spoon!!!"

Another yells - "Relax, that's a fork! The eggs are in trouble now!" and they all settle down while the fork walks across.

Find more Scouting Resources at www.BoyScoutTrail.com

Grecian Fountains

Intended for: All Scouts

Required: 2 scouts
2 water pitchers
2 sheets

Preparation: Wear the sheets like togas and fill the water pitchers.

Notes: If your two actors can make it through the whole thing without cracking a smile, all the better!

Script: **Scout #1:** (in a most sophisticated voice possible) Ladies and Gentlemen,

welcome to this evenings rendition of the much-acclaimed short play 'Grecian Fountains'. This evenings presentation is a one-act play brought to you by the good people at [PetCo, K-Mart, Burger King, ...]. Please refrain from video taping and flash photography. Thank you, and please enjoy the show. Quiet, please!

Scout #1 gracefully walks to position stage left while Scout #2 moves to stage right. Both stand tall, still, solemn, and silent.

After a few seconds, Scout #1 starts a slow, graceful walk halfway to center stage. There, he faces Scout #2 so he is sideways to the audience, takes a large mouthful from his pitcher, and spits it out in a high, streaming arch like a fountain. Remaining serious the entire time.

When Scout #1 finishes, Scout #2 repeats.

Scout #1 walks closer to center stage, adding more artistic moves and striking a more difficult pose, such as holding a foot up or arms out. He takes water and spits.

Scout #2 repeats.

(do this as many times as you want, but don't let it get too old)

#1 and #2 should be getting closer all the time. Now, #1 does a graceful dance step so he is right next to and facing #2. He takes water and aims his fountain so it splatters right at and on the feet of #2.

#2 dances around #1, takes water, and streams it on his leg.

#1 repeats, getting #2 wet on the chest.

#2 repeats, streaming water down #1's back or neck. He also needs to have his pitcher raised high and in front of him when he strikes his pose. This is the cue to #1 that the final act is to occur.

#1 strikes a pose directly in front of #2 facing him and underneath the upraised pitcher. #1 takes water and raises his pitcher identically to #2. As soon as he lets a trickle of water out of his mouth, or winks, or gives a signal, they both pour slow streams of water from their pitchers on the other for the grand finale.

When the pitchers are drained, gracefully turn to face the audience and take deep bows.

Find more Scouting Resources at www.BoyScoutTrail.com

Guaranteed Parachute

Intended for: Boy Scouts

Required: 2 scouts

Script: A guy wants to start skydiving so he goes to buy a parachute.

Dealer: This is our best parachute. It's completely guaranteed.
Customer: Great, what's this handle for?
Dealer: That's the rip cord. You pull it and the parachute opens.
Customer: Great, what's this other handle for?
Dealer: That's the emergency chute. If the main chute fails to open, pull that handle and the emergency chute opens.
Customer: Well, what if the emergency chute doesn't open?
Dealer: Like I said, it's guaranteed! Just bring it back and we'll give you a full refund!

Find more Scouting Resources at www.BoyScoutTrail.com

Guess My Line on the Toilet

A Favorite Skit

Intended for: All Scouts

Required: 2, 3, or more unsuspecting volunteers.
2 scouts to run the skit.
a chair.

Preparation: set the chair center stage.
select your volunteers and have one scout take them back stage where they can not hear what is going on onstage.

Notes: The skit only works well if the volunteers have not seen it before so it can't be done very often.
You might want to have an actual prize that gets the contestants trying their best.

Back stage, the scout tells the volunteers they will be in a contest to get the audience to guess their job. Give each volunteer a different job - racecar driver, weightlifter, horse jockey, newspaper delivery boy, ... whatever you can think of that might be interesting and can be done sitting on a chair.
Each volunteer is sent onstage, one at a time, to get the audience to guess their job.

Script: Meanwhile, onstage, the other scout is telling the audience that the chair is a toilet seat and we'll see how each of the volunteers use it.

Call out the first contestant and see what happens. When the laughs die down, have him stop and get the next contestant.

Find more Scouting Resources at www.BoyScoutTrail.com

Hair in my Hamburger

Intended for: All Scouts

Required: 3 scouts

(scout #1 enters a restaurant and is seated by scout #2.)

Scout 1: I'd like a burger and fries, please. With a coke.

Scout 2: Very good, it will be right up.

(Scout 2 exits and returns with imaginary plate.)

Scout 2: Here you are, sir. Enjoy!

(Scout 2 moves off a ways, waiting to serve.)

(Scout 1 takes a bite and enjoys it until he stops and pretends to pull a long hair out of his mouth.)

Scout 1: Yuch! Waiter! There's a hair in my burger!

Script:

Scout 2: Oh, I am so sorry, sir. Here, give me that and I will bring you a fresh meal.

(Scout 2 leaves and comes back with a new plate.)

Scout 2: Here, sir. I brought you new fries also.

Scout 1: Thank you.

(starts eating again and finds another hair.)

Scout 1: Waiter! I found ANOTHER hair. I want to speak to the cook - NOW!

(Scout 2 runs offstage and brings back scout 3 who is the cook and pretends to be forming hamburger in his hands.)

Scout 1: What is the problem? Don't you know how to make hamburgers?

Scout 3: Yes, I do. I make these burgers the same way every time. See?

(scout rolls a ball of hamburger in his hands. Then, puts it in his armpit and squeezes his arm down.)

Find more Scouting Resources at www.BoyScoutTrail.com

Hare Restorer

Intended for: All Scouts

Required: 3 scouts
hair spray can

Script: Rabbit is hopping around center stage.

Scout enters stage as if driving a car and runs into rabbit.
Scout gets out of car and checks rabbit and sees that he is definitely dead.
Second scout drives up and stops.
Scout #2: What's the matter?
Scout #1: I hit this poor rabbit and killed it.
Scout #2: Hey, that's no problem. I have just what you need right here - my wife left it in the car. Try it.
(hand spray can to other scout. Scout shakes it and sprays a little on the rabbit.
Rabbit twitches, gets up, and hops away. As he is hopping, he turns and waves at each hop.)

Scout #1: Wow, that's great! What is this stuff?
(reads can.)
Scout #1: Hair Restorer - restores dead, lifeless hair and gives it a permanent wave.

Find more Scouting Resources at www.BoyScoutTrail.com

Hey, Sven!

Intended for: Boy Scouts

Required: 4 or more scouts

Preparation: Scouts split into to armies, one on each side of the stage.

Notes: Here in Minnesota, we make fun with scandinavian accents, but you could change it.

This is the Norwegian army (not too bright) in a war with the German army or some other country.

The Norwegians are Ole and Sven. The Germans are Hans and Peter.

(each team acts like it is behind shelter, quickly taking shots over or around their shelter occasionally).

Script: **Hans:** Hey, Peter, those Norwegians are too tough. I have a plan to trick them. Watch this.

Hans: (peeking around the shelter) Hey, Sven!

Sven: (standing up and looking) Ya? Who's dat?

Hans: BANG!

(Sven falls down and Ole bandages him up. Hans and Peter give high fives)
(The Norwegians start firing again)

Peter: Hey, Hans, they're shooting again. Do your trick again.

Hans: (peeking around the shelter) Hey, Sven!
Sven: (standing up and looking) Ya? Who's dat?
Hans: BANG!
 (Sven falls down. Hans and Peter give high fives)
Ole: (while bandaging Sven) Sven, we gotta get dem guys. Why don't you play their own trick on them?
Sven: Good idea, Ole!
 (The Norwegians start firing again)
Sven: (peeking around the shelter) Hey, Hans!
Hans: Iss dot you, Sven?
Sven: (standing up and looking) Ya, its me!
Hans: BANG!
 (Sven falls down. Hans and Peter give high fives)

Find more Scouting Resources at www.BoyScoutTrail.com

History of Cub Scouts

Intended for: Cub Scouts, Webelos Scouts

Costumes (to be worn over Cub Scout uniform)

Required:

- Cave Man (wig and fur wrap, shoebox painted to look like stone)
- Biblical (shepherd's robe with rope belt)
- Ancient Greek (breastplate, maybe sandals)
- Time of the Explorers (Magellan hat)
- Frontier (coonskin cap and dutch oven, wooden spoon)
- American Indian (leather shirt, feather headdress and bow (NO arrow))
- Alien (alien mask)
- Cub Mummy(gauze for wrapping)
- Men's suit jacket, nametag and clipboard for announcer

Preparation: most effective if scouts in costume are not seen until they walk onto the stage

Notes: Blue and Gold Banquet skit. Each cub scout walks onto the stage as the announcer reviews his history and stands there until *Smart Cub Scout* says there were not Cub Scouts before 1930.

Script: **Announcer:** Good Evening Ladies and Gentlemen. I am Wendell Windbag of the Institute of Historical Institutions. The mission of our organization is to research important organizations and institutions and determine their origins. It was the IHI, for example, that discovered that the first "wheel" used by cave dwellers 30,000 years ago was actually a stale Girl Scout Thin Mint cookie. We also discovered that in Mesopotamia, there were Salvation Army volunteers

ringing bronze bells and collecting beads from passing shoppers at the market long before coins came into use.

This evening we are going to review the history of the venerable tradition of Cub Scouting.

As with the Girl Scouts, there is considerable evidence that there were Cub Scouts among the Cave Dwellers of Central Africa and Southern Europe. Their Cub Scout Handbooks were, of course, carved in stone.

In Biblical times, Cub Scouts would practice knot-tying while tending their sheep and goats. They were also often called upon to help pitch tents and tend fires.

Ancient Greek Cub Scouts would often serve as pages for the soldiers of their city-state. Some of the writings of Pythagorus suggest that he was a cubmaster and that he hit upon the idea for his famous Theorem while designing a Pinewood Derby track.

In the time of the Great Explorers, Cub Scouts began to gain interest on Geography along with the rest of the world - the first Geography and Map and Compass beltloops were earned during Magellan's lifetime. There is also evidence that the first Raingutter Regatta was held during this time.

Of course, Cub Scouts came to the New World with the first colonists, and during Frontier Times they became known as excellent marksboys. The BB Gun belt loop was first awarded in the early 19th century. Frontier Cubs took pride in making their own hats from the hides of animals that they had shot or trapped and tanned themselves. Of course they would also make delicious stews from the meat of the animal cooked with hot coals in dutch ovens.

Native American Cub Scouts were the first to earn the Archery belt loop. It was the Native American Cubs who first started selling popcorn to raise money for Cub Scout activities and trips.

You might also be interested to know that according to files from Area 51 that have recently been made public, a backpack was found on the alien ship that they captured that contained what appeared to be a cub scout handbook, cap and neckerchief, suggesting that one of the alien travelers that visited our fair planet on that ill-fated trip was a Cub Scout. Either that or he left his bookbag on the ship when his parents dropped him off at school.

And last but not least, the very latest research of the IHI has turned up exciting preliminary archaeological evidence that there were Cub Scouts in ancient Egypt. Excavation of a recently discovered tomb from about 2000BC currently underway has unearthed a mummy that appears to be that of a Cub Scout (the mummy starts walking onto the stage or can be pushed on leaned onto a hand

truck)

Smart Cub Scout: Excuse me Mr. Announcer sir

Announcer: not now young man, can't you see I've got 100 people waiting to hear what I say next

Smart Cub Scout: But sir, it's not true.

Announcer: What's not true? (talk to the Cub but look at the audience)

Smart Cub: All that stuff you're saying about the History of Cub Scouts.

Announcer: How dare you challenge me! I'm speaking in an official, authoritative voice and I have a plastic name tag on and I carry a clip-board. What I say has to be true.

Smart Cub: No sir, it isn't true. There were no Cub Scouts before 1930 because that's when Cub Scouts was founded in the United States...

(all the Cub Scouts in costumes look alarmed and start taking off their costumes. Mummy starts unwrapping himself.)

Smart Cub:... to get younger boys interested in Scouting. In fact, all of these people (gesture to indicate the audience) are here tonight to celebrate the birthday of Cub Scouting!

Announcer: (silent for a few seconds while staring uncertainly at audience) Oh. (another pause) It appears I've been misinformed. (Suddenly the announcer acts like he's just had a brilliant inspiration—a light bulb prop would be appropriate if it can be worked in). A birthday you say? Well, I think that calls for a song!

All Cub Scouts on stage: song! We love songs!

Announcer: All together now(lead entire group including audience in Happy Birthday Dear Cub Scouts).

Find more Scouting Resources at www.BoyScoutTrail.com

Hot Meal

Intended for: Boy Scouts

Required: 3 scouts

(3 scouts wander on stage)

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

Scout #2: Me too.

Scout #3: I'm ok, but I would just love a hot meal.

Scout #1: (Looking to ground) Shhhh! A rabbit! Jump it!

(scouts #1 & #2 sneak up and catch it and start eating it)

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

Scout #3: No thanks, I'm ok. I'll wait for a hot meal.

Scout #1: OK, whatever.

(after finishing the rabbit and waiting a bit)

Scout #2: Hey! A squirrel! I'm still hungry. Let's get it!

(Scout #1 & #2 chase it around, catch it, and start eating)

Scout #1: (to Scout #3) Come on, you want a bite?

Scout #3: No, that's alright. I'd rather wait for a hot meal.

Script: (after a short wait)

Scout #1: Hey! A moose!

Scout #2: Be very quiet.

(Scout #1 and #2 sneak up on the moose, wrestle it to the ground, and start eating it)

Scout #1: (to Scout #3) Hey, look. There's tons of meat here. We can't eat it all. Help yourself.

Scout #3: Thank you, but, no. I'm fine waiting for a nice, hot meal.

Scout #2: Are you sure? You haven't eaten anything for an awful long time.

Scout #3: No thanks, I'd prefer a hot meal.

(as Scout #1 and #2 continue to eat and eat)

Scout #1: Boy, I'm stuffed. I think my stomach is gonna explode.

Scout #2: Me too. I don't feel so good. (he throws up)

Scout #1: I'm sick, too. (he throws up too)

Scout #3: Finally! A hot meal!

Find more Scouting Resources at www.BoyScoutTrail.com

Hunting Thanksgiving Dinner

Intended for: Cub Scouts

Required: 4 to 8 scouts
at least one pizza box

a bush or cardboard bush cutout

Preparation: Hide the pizza box behind the bush cutout or tape it to the back before bringing it onstage so no one sees it.

(Scout #1 is stalking around the stage obviously hunting something like Elmer Fudd.)

Scout #2 walks up to him.

Scout #2: What are you doing?

Scout #1: Shhhh, I'm hunting Thanksgiving dinner.

Scout #2: Oh, ok, I'll help. (stalks around too)

(repeat this for as many people as you want. Once they are all stalking, Scout #1 stops suddenly and points to bush.)

Scout #1: AH-HA! I've found it!

(he reaches behind bush and pulls out pizza box and they all run off to eat.)

Find more Scouting Resources at www.BoyScoutTrail.com

I Ain't Lost

Intended for: All Scouts

Required: 4 or more scouts
a chair
a map

Preparation: 1 scout is a local fellow sitting on his front porch.
The rest are on a hike and find themselves lost.

Notes: The Local can use a slow drawl accent if that would make it funnier.
The hiking scouts get more frustrated with each question asked.

Scout #1: (to other hikers, while looking at map) Gee, guys, looks like we're lost.

Scout #2: Let's ask that guy over there for directions.
(walk over to Local sitting on chair.)

Scout #3: Excuse me, we've been hiking for 20 miles and we seem to be lost.
Can you help us?

Local: Why, shore, whadda ya need?

Scout #1: (looking at map) Can you tell us where Mt. Plummet is from here?

Local: Nope, never heard of it.

Scout #2: Can you point us towards 'the White River'?

Local: Nope, don't know where that's at.

Scout #3: How about Fort Smithers?

Local: Nope, don't know that one neither.

Scout #1: Well, how far is it to 'Red Prairie' then?

Local: Sorry, couldn't tell ya.

Scout #2: Oh, come on! Where's the closest highway?
Local: Highway? Hmm, don't know if there is a highway round here.
Scout #3: Sheesh! What DO you know?
Local: Well, sonny, I DO know I ain't lost!

Find more Scouting Resources at www.BoyScoutTrail.com

I Gotta Go Wee

Intended for: Cub Scouts

Required: 4 to 8 scouts and 1 leader

All scouts lay in a line sleeping with leader at one end and Scout #1 at the other.

Scout #1: I gotta go Wee.
(each scout passes the request down the line until it gets to the leader)

leader: you'll have to hold it.
(scouts pass the reply back)

Script: **Scout #1:** I really gotta go Wee.
(pass it down)

leader: No, go back to sleep.
(pass it down)

Scout #1: But, I REALLY, REALLY gotta go Wee.

leader: Alright, go then!

Scout #1: (stands up, runs around yelling) WEEEEEEEEEE!

Find more Scouting Resources at www.BoyScoutTrail.com

I Saw a Bear

Intended for: All Scouts

Notes: This skit should only be done with good-natured adult leaders or a scout that knows what will happen.

Ask for volunteers, 5 or more works best. Have the volunteers line up on stage and the skit leader is on the left end of the line.

Script:

Leader: OK, please crunch closer together. Real close so your shoulders are tight together. That's it!

Leader: This is a very simple silly skit so I appreciate you volunteering. When I say "I saw a bear!", you all say "WHERE?". Then, I'll point where and you copy me.

Leader: OK, let's try it.

Leader: Wait, since we're looking for bear, we'd better crouch down and be careful. (crouch down and check the the rest also are.)

Leader: I saw a Bear!

Volunteers: Where?

Leader: Over there! (big arm gesture and points far to the left with his right hand. All volunteers should then also point.)

Leader: I saw a Bear!

Volunteers: Where?

Leader: Over there! (big arm gesture and points far to the right with his left arm so his arms are crossed. All volunteers should then also point.)

Leader: I saw a Bear!

Volunteers: Where?

Leader: Over there! (big leg gesture and points far to the left with his right leg. All volunteers should then also point.)

Leader: I saw a Bear!

Volunteers: Where?

Leader: Over there! (big head gesture and points far to the right with his head. All volunteers should then also point.)

At this point, the volunteers should be in a tight line with most of their weight on their left foot and their right leg out to the left and their head leaning to the right. Not a lot to prevent them from all tipping over with a slight push on the left-most scout.

Leader: I saw a Bear!

Volunteers: Where?

Leader: Over there! (and pushes the first scout in line, hopefully toppling them all down)

If they are all adults, the scouts in the audience love it. But, don't expect some of those volunteers to ever volunteer for a skit again if you did not warn them beforehand.

Find more Scouting Resources at www.BoyScoutTrail.com

Ice Fishing

A Favorite Skit

Intended for: All Scouts

Required: 3 scouts or 2 scouts and adult

Preparation: One scout or adult offstage playing God's voice.

2 scouts are icefishermen and they walk to centerstage.

Ole: Sven, dis looks like a goot spot.

Sven: Ya, Ole, let's start here, den.

(Sven starts using a manual ice drill to cut through the ice.)

God's Voice: There are no fish there!

(Sven and Ole jump and look around.)

Ole: Sven, let's try over der.

Sven: Ya, Ole, you drill the hole dis time.

Script: (Ole takes the drill and they move to a new location and start to drill through the ice.)

God's Voice: There are no fish there!

(Sven and Ole jump and look around.)

Ole: My gosh, Sven, we'd best try a different spot I'm thinkin'.

Sven: Ya, Ole, dat looks pretty good over der.

(Ole takes the drill and they move to a new location and start to drill through the ice.)

God's Voice: Listen, you guys, I'm the ice rink manager and THERE ARE NO FISH THERE!

Find more Scouting Resources at www.BoyScoutTrail.com

Illegal Chickenfarmer

Intended for: Boy Scouts

Two scouts are policemen and one scout is a chickenfarmer. One scout is a narrator offstage.

Doing this with Russian or German accents might make it more entertaining.

Farmer: Here, chicky chicky chicky. Here chicky...

(Two police walk up to farmer)

Script: **Farmer:** Hallo, officers.

Police: Hey there, What are you doing?

Farmer: I'm feeding my chickens.

Police: What are you feeding them?

Farmer: Corn

Police: What! There is a corn shortage. Three years in the work camp for you!
(They drag him away)

Narrator: THREE YEARS LATER

Farmer: Here, chicky chicky chicky. Here chicky...

(Two police walk up to farmer)

Farmer: Uh oh.

Police: Hey there, What are you doing?

Farmer: I'm feeding my chickens.

Police: What are you feeding them?

Farmer: Wheat

Police: What! There is a wheat shortage. Five years in the work camp for you!

(They drag him away)

Narrator: FIVE YEARS LATER

Farmer: Here, chicky chicky chicky. Here chicky...

(Two police walk up to farmer)

Farmer: Uh oh.

Police: Hey there, What are you doing?

Farmer: I'm feeding my chickens.

Police: What are you feeding them?

(continue with beans, rice, ... as long as you want to drag it out. But, two is usually enough)

Farmer: Dollars!

Police: Dollars?!? Why are you feeding them dollars?

Farmer: So they can go buy their own food!

Find more Scouting Resources at www.BoyScoutTrail.com

Infantry Is Coming

Intended for: Cub Scouts

Required: 4 to 8 scouts
seedling or tree branch

Script: Each scout runs across the stage one after another yelling "Run away! The Infantry is Coming!"
The last scout walks onstage carrying the **Infant Tree** and says "the Infant Tree has arrived!"

Find more Scouting Resources at www.BoyScoutTrail.com

Intelligence

Intended for: Boy Scouts

Required: 1 tree or wall
3 scouts

Two guys are working hard, shoveling dirt.

A third guy (the boss) walks over and stands around, looks at the work they've done, reads a paper.

Scout #1: Hey, Joe. How come we have to do all the hard work and the boss there gets paid more than we do?

Scout #2: I don't know. Maybe you should ask him.

Scout #1: Good idea.

#1 lays down his shovel and walks up to Boss.

Scout #1: Hey, boss, how come we do all the work and you get all the pay?

Boss: Because of 'Intelligence'.

Scout #1: Huh?

Script: **Boss:** Here, let me demonstrate.

Boss places his palm flat against a tree.

Boss: OK, hit my hand as hard as you can.

Scout #1: OK.

As #1 hits the hand, the boss pulls his hand away so #1 slugs the tree and hurts his own fist.

Boss: You see, that's Intelligence. Now, get back to work.

#1 returns to shoveling.

Scout #2: So, what did he say?

Scout #1: He said it's cause of Intelligence.

Scout #2: Huh?

Scout #1: Here, let me demonstrate.

#1 holds the palm of his hand in front of his own face.

Scout #1: OK, hit my hand as hard as you can.

Find more Scouting Resources at www.BoyScoutTrail.com

Invisible Bench - plus Add-Ons

A Favorite Skit

Intended for: All Scouts

Required: 4 to 8 scouts

Notes:

This is a funny skit the first time or two you see it. But, around here, it is waaaaay over-used. So, there have been a few add-ons created. See Raking an Invisible Garden skit also.

Scout #1 walks onstage and squats down as if he is sitting on a bench that is invisible.

Scout #2 walks up to #1.

Scout #2: Whatcha doin'?

Scout #1: Just sitting on this invisible bench.

Scout #2: Can I join you?

Scout #1: Sure.

Scout #2 sits down next to #1.

Scout #3 repeats the dialog.

Each scout comes on and repeats, making a long line of scouts sitting on the bench.

Last scout walks up to line of scouts.

last Scout : What are you guys doing?

all people: Just sitting here on this invisible bench.

last Scout : No you aren't. I moved the bench over there. (points)

All the sitting scouts fall down.

Script:

Add-On #1:

last Scout : No you aren't. I moved the bench over there yesterday. (points)

Scout #1: But, I moved it back here this morning!

last Scout : Oh, ok! (and sits down with the rest)

Add-On #2:

last Scout : Oh, ok! (and sits down with the rest)

one more Scout : What are you guys doing?

all Scouts: Sitting on this invisible bench.

one more Scout : Oh no! I just got done painting that bench!

all Scouts: AAAAGH! (stand up and wipe paint off back sides.)

Add-On #3:

one more Scout : Oh no! I just got done painting that bench!

Scout #1: Oh, that's ok. We all have our invisible paint suits on. (all stand up, and unzip front of suits and step out.)

Find more Scouting Resources at www.BoyScoutTrail.com

Is It Time Yet?

Intended for: All Scouts

Required: 4 to 8 scouts
chairs or a bench

Preparation: Line chairs up in a row facing audience. Scouts sit on chairs.

All scouts sit on chairs and cross right leg over left and right arm over left and stretch out like they are resting.

Scout on end: (to the scout next to him) Is it time yet?
(each scout passes the question down the line to the end)

Scout on far end: Nope.
(each scout passes the reply back up the line to the end)
(wait a few seconds)

Scout on end: Is it time yet?
(pass it down)

Script: **Scout on far end:** Nope.
(pass it back)
(repeat a couple times)

Scout on end: (to the scout next to him) Is it time yet?
(each scout passes the question down the line to the end)

Scout on far end: Yep, its time.
(each scout passes the reply back up the line to the end)

When the reply reaches the end, all scouts stretch, yawn, switch their arms and legs and go back to sleep.

Find more Scouting Resources at www.BoyScoutTrail.com

Jailhouse Jokes

Intended for: All Scouts

Required: 4 to 8 scouts
chairs

Preparation: 1 scout is the jailer
1 scout is a new inmate
other scouts are inmates

Script: (jailer leads new inmate to jail cell where all the other inmates are sitting

around.)

Jailer: Here's your new home. Don't worry, 10 years will go by fast and I'm sure you'll make friend real fast with your new roommates. Ha ha ha!

(shoves new guy into cell and locks the door and leaves stage)

New Inmate: (timidly) Hi, guys.

(other inmates tell him to shut up, sit down, be quiet, don't bother me, pipe down, ...)

(wait for a few second pause of silence while the new inmate looks sad and dejected.)

Inmate #1: 22!

(everyone but new inmate laughs.)

Inmate #2: 57!

(everyone but new inmate laughs.)

Inmate #3: 98!

(everyone but new inmate laughs.)

(new inmate looks confused and can't figure out what is going on.)

New Inmate: I don't get it. What are you guys laughing at?

Inmate #1: We've been locked up in here so long we've memorized all the jokes we know. So, to save time, we gave each joke a number and when someone says a number, we know what joke they're telling.

New Inmate: Oh! I'll give it a try. "63!!!"

(no one laughs. they just look at him.)

New Inmate: What? Why didn't anyone laugh?

Inmate #2: I guess some people just can't tell a joke.

Find more Scouting Resources at www.BoyScoutTrail.com

Jelly Beans Please

Intended for: All Scouts

Required: 5 or 6 scouts

One scout is the candy store owner standing behind his counter - he's a little old man.

The other scouts all come into his store and stand in a line waiting to buy candy. After each scout buys his candy, he just waits for his buddies to finish buying.

Script:

Owner: Hello there, young scout. What candy would you like today?

Scout 1: I'd like a quarter's worth of jelly beans, please.

Owner: (pointing to the highest shelf on the wall behind him) You mean those jelly beans waaaay up there?

Scout 1: Yes, please.

Owner mimes getting a ladder, climbing it, getting the jar of jelly beans, climbing down, opening the jar, scooping out a few beans into a bag, and closing the jar.

Owner: 25 cents, please.

Scout 1: Thanks!

Owner mimes climbing the ladder, replacing the jar, and climbing down the ladder.

Owner: Next, please.

Scout 2: I'd like a quarter's worth of jelly beans, please.

Owner: (pointing to the case in front of him) Are you sure you don't want some Swedish fish or licorice laces?

Scout 2: No thanks, just jelly beans.

Owner mimes again.

Owner: 25 cents.

Scout 2: Thanks!

Owner finishes mime.

Owner: Next, please.

Scout 3: I'd like a quarter's worth of jelly beans, please.

Owner: Aw, man! Look at these great jawbreakers and lemon drops!

Scout 3: No thanks, just jelly beans.

Owner mimes again.

Owner: 25 cents.

Scout 3: Thanks!

(Can do this more times with more scouts, but it gets old quickly)

Owner: Next!

Owner: Hey, I suppose you want a quarter's worth of jelly beans too?

Scout 4: No, thank you.

Owner mimes climbing the ladder, replacing the jar, and climbing down the ladder.

Owner: OK, what do you want then?

Scout 4: I'd like a dime's worth of jelly beans, please!

Owner groans and chases all the scouts out of his store, running like a little old man.

Find more Scouting Resources at www.BoyScoutTrail.com

Lemonade for Sale

Intended for: Cub Scouts

Required: 4 scouts
water pitcher (or pretend)

Preparation: One scout is the lemonade stand owner. The others are customers.

Owner: Lemonade! 10 cents a glass! Lemonade!
Scout #1: I'll take some. Mmmm, that's good lemonade. Where is it from?
Owner: It's from Orlando.
(customer walks away)
Owner: Lemonade! 10 cents a glass! Lemonade!
Scout #2: I'll take some. Mmmm, that's good lemonade. Where is it from?
Owner: It's from Orlando.
(customer walks away)
Owner: Lemonade! 10 cents a glass! Lemonade!
Scout #3: I'll take some. Mmmm, that's good lemonade. Where is it from?
Owner: It's from Orlando.
(customer walks away)
Owner: (looks in pitcher) Hmmmm, it's getting a little low. Orlando! (whistle)
Here, boy! Orlando! (scout acting as dog crawls in, barking. He lifts leg to go in the pitcher if it needs to be made obvious.)

Find more Scouting Resources at www.BoyScoutTrail.com

Let Me Have It

Intended for: Boy Scouts

Required: two water bottles

Scout #1: (standing centerstage, to audience) Wow, I just learned the funniest trick at camp. I just need to find someone to play it on.
(looks left and right, as Scout #2 walks onstage)

Scout #1: Hi, Jimmy! I learned a fun new game at camp. Would you like to play it with me?
Scout #2: Sure, I love playing games. How do we play?
Scout #1: It's the "Big Boss" game. I'll let you be the boss and I'll be a worker. You stand here practicing your golf swing while I go off and make money. When I come back, I have to give you everything I made, so you say, "Let Me Have It!" Okay?
Scout #2: Okay, sounds fun. Let's play.
(Scout #2 takes practice swings while Scout #1 runs off to the side stage and takes a mouthful of water from his water bottle. He then comes back to Scout #2)

Scout #2: Let Me Have It!
(Scout #1 spits the water on Scout #2 and runs off)

Scout #2: Oh man, I can't believe I fell for that joke. Ha, that was funny. I need to play that joke on someone.
(Scout #3 walks across stage)

Scout #2: Hey, Johnny, I learned a fun new game. Would you like to play it with me?

Scout #3: Sure, I love playing games. How do we play?

Scout #2: It's the "Big Boss" game. I'll let you be the boss and I'll be a worker. You stand here practicing your golf swing while I go off and make money. When I come back, I have to give you everything I made, so you say, "Let Me Have It!" Okay?

Scout #3: Okay, sounds fun. Let's play.
(#3 takes practice swings while #2 runs off to the side stage and takes a mouthful of water from his water bottle. He then comes back to #3)

(#3 just stops his golfing and looks at #2)

Scout #3: Hi!

(#2 spits his water on the ground)

Scout #2: Hey, you're supposed to say "Let Me Have It"! That's what makes the game fun.

Scout #3: Oh, yeah. Sorry. Let's play again.
(repeat golfing and going to get water and returning)

(#3 just stops his golfing and looks at #2)

Scout #3: What do you want?

(#2 spits his water on the ground)

Scout #2: Come On! You're supposed to say "Let Me Have It"! Don't you understand?

Scout #3: Rats! I forgot while I was practicing my golf swing so hard. I'll just stand here instead. Let's play again.

(#3 just stands while #2 goes to get water. While #2 is gone, #3 takes a mouthful from his own waterbottle.)

(#2 returns. #3 just stands there looking at him)

(#2 spits his water on the ground)

Scout #2: What is your problem? Why can't you just say, "Let Me Have It!"?

(#3 spits his water on him)

Scout #3: I went to camp too! (and runs offstage)

Find more Scouting Resources at www.BoyScoutTrail.com

Letters From Home

Intended for: Boy Scouts, Webelos Scouts

Required: Two scouts
Lines written on two sheets of paper

(both scouts enter while looking at their 'letters')

Scout #1: Gee, it's sure great to get a letter from home when you're at camp.

Scout #2: Yeah, I got a letter from my Mom today.

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

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

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

Scout #2: Our neighbors started a new pig farm. Mom got wind of it this morning.

Script:

Scout #1: Oh, my goodness. My little brother came home from school crying because all the other boys had new clothes and we can't afford any for him. Mom says she got him a new hat and lets him stand in the window.

Scout #2: My Mom wasn't feeling well so she had her appendix taken out. And, she had a new dishwasher put in.

Scout #1: Hey, my sister just had a baby. Mom doesn't know if I'm an Aunt or Uncle, because she doesn't know yet if it's a boy or a girl.

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

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

Scout #2: Yep.

(Both exit)

Find more Scouting Resources at www.BoyScoutTrail.com

Lighthouse Stairs

Intended for: All Scouts

Required: 4 scouts

Notes: A man lives in a lighthouse. For some unexplained reason, only the stairs are used and not the elevator.

Start with one scout onstage. He looks at his wristwatch.

Keeper: Oops, time to check the light.

He walks around and around and around the clockwise acting like he is climbing a circular staircase to the top of the lighthouse.

After 3 or 4 or 12 circles (depending on the actor), he pauses and listens.

Keeper: Oh no! The phone!

He runs around and around the opposite direction the same number of times and picks up the phone.

Keeper: Hello? Hello? Rats, they hung up!

He returns to climbing the stairs. Partway up, he hears the phone again, runs down, and answers it.

Keeper: Hello? Oh hi, Johnny. Sure, bring your cousin from Nebraska that has never seen a lighthouse over, I'll give him a tour. Bye.

Keeper: I'm sure I have enough time to go check that light before Johnny gets here.

He starts running around up the stairs.

Two scouts come onstage and pretend to knock on the door. The lighthouse keeper stops, and runs around the other direction down to greet them.

Script:

Keeper: Hi, guys! The view from the top is great! I'm just heading up there to check the light, so let's go!

They walk around up to the top.

The cousin from Nebraska should get more and more tired with each circle they climb.

Keeper: There it is! Look at that ocean!

Just then, the cousin collapses.

Keeper: Oh No! Johnny, go call 911!

Johnny runs around and around, then stops, turns around and runs around and around back up.

Johnny: I forgot the number!

Keeper: 9-1-1!

Johnny runs back down and calls. He then runs back up.

4th scout comes onstage and knocks on the door. Johnny runs down to get him.

They run back up.

Doctor: This looks bad. He needs to get to the hospital!

Keeper and Johnny pick up cousin and try to carry him down the stairs.

Johnny: Oh no, the stairwell is too tight, we can't carry him down.

Keeper: (reaching to the side and pressing a button) No problem, we'll take the elevator.

Find more Scouting Resources at www.BoyScoutTrail.com

Listen!

Intended for: All Scouts

One scout comes onstage and starts listening intently to something far off up in the air.

The rest of the scouts walk up to him.

Scouts: Hey, what are you doing?

Scout #1: Listen!

Script: (other scouts stop and listen.)

Scout #2: I don't hear anything.

Scout #1: LISTEN!

Scout #3: I don't hear anything either.

Scout #1: You know, It's been like that all day!

Find more Scouting Resources at www.BoyScoutTrail.com

Lone Ranger and Tonto

Intended for: All Scouts

Required: 5 scouts

Lone Ranger: Whew! it sure is a hot day, Tonto! Let's get us a sasparilla to cool off.

Tonto: Good idea, Kemosabe. Since it's your birthday, I'll buy the drinks.

(while drinking, a cowboy walks up)

Cowboy: Hey, either of you riding a white horse?

Lone Ranger: Yep, that'd be my horse.

Cowboy: Welp, it's standing in the hot sun and there's no breeze at all. I'm afraid he's not lookin' too good.

Script: **Lone Ranger:** Whoa, I'd better get out there and stir up some breeze, then.

Tonto: Kemosabe, it's your birthday, let me go cool off your horse.

Lone Ranger: Why, thanks, Tonto. It's great having a side-kick like you.

(Tonto walks 'outside' where the horses are and starts running around in a circle, to generate a breeze around the horse.)

(Another cowboy walks past Tonto and up to the Lone Ranger)

Cowboy #2: Hey, any of you guys riding a white horse?

Lone Ranger: That'd be me, pardner.

Cowboy #2: Well, you left your engine runnin'!

Find more Scouting Resources at www.BoyScoutTrail.com

Lost Bubblegum

Intended for: All Scouts

Required: a bunch of scouts - at least 2

One scout walks across the stage, stumbles, and falls at center stage. He needs to make his forehead hit the ground, but not hard, and then stay there.

The person struggles to get up, but he can not move his forehead from the spot where it is stuck. He should work his way up to having his butt sticking up and only his feet and forehead on the ground, squirm around, spin around, maybe do a headstand, whatever. He should make this as comical and energetic as he can.

He should call for help, very loudly, saying his forehead is stuck.

If you have extra scouts, they should walk past, look at him or ignore him or steer clear of him, but not help.

Script:

Finally, the last scout comes running to the stuck scout, grabs him around the chest/shoulders and mightily heaves him to his feet.

Stuck Scout: Oh, thank you, thank you, thank you! I thought I'd be stuck there forever. Thank you for rescuing me. You're my hero! ...

Rescuing Scout: Stop! What's that on your forehead?
(he reaches out and plucks an invisible something off the stuck scout's forehead, looks at it, then pops it in his mouth and starts chewing)

Rescuing Scout: Hey, I knew I lost my bubblegum around here somewhere. Thanks for finding it for me!

Find more Scouting Resources at www.BoyScoutTrail.com

Lost Green Ball

Intended for: Cub Scouts

Required: 4 to 6 scouts

Script: First scout is looking around for something on the ground center stage.
(next scout walks up to 1st.)

Scout #2: What are you doing?

Scout #1: Looking for my green ball I lost. Will you help me?

Scout #2: Sure. (starts looking.)

(repeat for all scouts. After all are looking, first scout finally gives up looking.)

Scout #1: Oh well, I don't think we're ever going to find it. I'll just make another one.

(he starts picking his nose and using the contents to roll a ball in his hands.)

Find more Scouting Resources at www.BoyScoutTrail.com

Lost Quarter

Intended for: All Scouts

Required: 4 or more scouts
a flashlight (optional)

(One scout stands onstage holding the flashlight overhead pointing to the ground - he is a lamppost and just stands there the whole time.)

(scout #1 is searching the ground where the light is shining.)

Scout #2: Hey, what are you looking for?

Scout #1: I lost a quarter.

Scout #2: Here, I'll help you find it. (starts searching in same area)

Scout #3: Hey, what are you looking for?

Scout #1: I lost a quarter.

Scout #3: Here, I'll help you find it. (starts searching in same area)

Script:

[continue for as many scouts as you have]

(After searching awhile, a scout finally asks)

Scout #2: Man, I just don't see it. Are you sure you lost that quarter here?

Scout #1: No, I didn't lose it here. I lost it over there.

Scout #2: What? Then, why are we searching over here?

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

Find more Scouting Resources at www.BoyScoutTrail.com

Lottery

Intended for: Boy Scouts

Notes: This works great if you do it during a court of honor or other meeting where there will be a large audience WITHOUT scheduling it, otherwise people will know it's coming. And make sure you use an unsuspecting crowd.

Explain the joke to your entire troop at a meeting before it will be performed so they all know their role.

Script: **SPL or Leader:** Attention, everyone! The (insert your state's name here; ex. New York) Lottery is now \$53 million dollars!

All scouts run out of the room like wild maniacs to buy a ticket. Once they are all out, the scouts calmly walk back in and take their seats as if nothing happened.

Find more Scouting Resources at www.BoyScoutTrail.com

Lucky Boxer

Intended for: All Scouts

Required: 4 scouts
a frying pan

Announcer: Ladies and gentlemen, welcome to the main event.
In this corner, weighing in at 225 pounds, undefeated in 138 fights, current world heavyweight champeeeeeen, Big Bart!
And, in this corner, weighing in at 68 pounds, before drying after a shower, the contender, Little Mo!

Announcer: Boxers ready? Fight!

Script: (Big Bart pounds on Little Mo. A right, a left, an uppercut, a roundhouse, remember which punches are used. Finally, with Little Mo nearly dead, he takes one feeble swing and Big Bart's nose and Big Bart falls down - knocked out.)

Announcer: (stands over Big Bart) 1, 2, 3, he's out! Little Mo wins! Let's see that spectacular upset again in slow motion.

Big Bart gets up and the boxers repeat the scene slowly. When Little Mo takes his slow, weak swing, another scout runs up behind Big Bart (in normal speed) and whacks him on the head with the frying pan and runs offstage.

Find more Scouting Resources at www.BoyScoutTrail.com

Magic - Mystic Reader

Intended for: All Scouts

Required: slips of paper and pencil for each scout

Preparation: Have an accomplice in on the trick.

Have everyone (including your accomplice) carefully write their favorite food and color on the paper. Fold the paper and put it in a bag.

(Your accomplice puts his hand in the bag, but has already hidden his paper in his pocket and does not drop in his paper!)

After all papers are in the bag, shake it up, and draw one out.

Script: Put your hand with the paper in it up to your forehead and concentrate. After a few seconds tell the group that it says "Clam Chowder" and "Purple". Open the paper to verify it, nod, and ask who wrote that? Your accomplice says, "That was me!".

(Actually, you are reading the paper to see what the next words are that you will 'read'.)

Reach in and pull out another paper and put it to your forehead. Announce that it says whatever was written on the previous paper and ask who's it is.

Continue to do this for all the papers, being as dramatic as you can.

When there are no papers left, there will still be one scout that was not guessed.

Ask if there are any scouts left that you haven't guessed. When he says 'Yes', say that you will try to guess his even though his paper has disappeared. Of course, you guess it perfectly!

Find more Scouting Resources at www.BoyScoutTrail.com

Measuring a Pole

Intended for: Boy Scouts

Required: 2 Life or Eagle Scouts
1 Scout or Tenderfoot
2 long poles or branches

(2 senior scouts enter stage with pole. They stand the pole up on end.)

Script:

Scout #1:OK, Jimmy, let's figure out how tall these poles are so we know how

tall our flagpole will be when we lash them together.

Scout #2: (does rough stick method measurement) Right! Now, using the stick method, it looks like its about 18 feet tall.

Scout #1: What?!? No way! It can't be that tall. (compares pole's shadow to shadow of Scout #2) Here, measuring its shadow in comparison to another object of a known height - How tall are you? Then, finding the ratio, and multiplying that back, let's see... I get 12 feet tall!

(Tenderfoot strolls onstage and watches the two Eagles discuss the situation, something like ...)

Scout #2: I don't think so! You must have miscalculated. The pole makes a right triangle with the ground so we can use the distance to the object and the angle with the ground.

Scout #1: That's too much work. The stick method is always right.

Tenderfoot: Watcha guys doin'?

Scout #1: Oh, Hi Billy. We're measuring how tall this pole is.

Scout #2: Yeah, it's hard work, but we'll figure it out.

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

Scout #1: Ha! Tenderfoot scouts!

Scout #2: Really! (to tenderfoot) Look, we need to know how **tall** it is, not how **long** it is!

Find more Scouting Resources at www.BoyScoutTrail.com

Measuring Leader's Coffin

Intended for: Cub Scouts

small cup of water 3 oz.

Required: sheet

2 scouts

volunteer with long pants (victim)

Notes:

Have a 3rd helper bring the cup of water onstage after the body is covered, or have it hidden somehow. A small balloon stored in one scout's sleeve or pocket works.

Pour the water down the opening where the pants leg falls away from the ankle so it runs down.

2 scouts play the roles of undertakers in the wild west (or whatever theme you want). They ask the volunteer to lie on the ground, having just been killed in a show-down (duel, war, hiking accident, ...)

While Scout 1 is doing his first speech, Scout 2 drapes the sheet over the body and whispers in the volunteers ear that all he has to do is lift the part of his body that they touch to make it funnier since he's dead.

Script:

Scout 1: (western drawl.) This here's poor ol' Pistol Pete - the best darn sheriff our little town ever had. Sorry to say the Bushwhack Gang done kilt him last night when they robbed the bank. Me and Clyde here is gonna bury him this afternoon so's we's got to measure him for his coffin first.

Scout 2: (helps lift volunteers head and measures the left ear through the sheet) His left ear's 3 inches, Carl.

Scout 1: OK, his right ear's 7 inches, Clyde. (writes down numbers on imaginary pad and pushes head back down if needed)

Scout 2: (raises left hand) His left hand's 6 inches, Carl. (pushes hand back down)

Scout 1: OK, his right hand's 11 inches, Clyde.

Scout 2: His left arm's 20 inches, Carl.

Scout 1: OK, his right arm's 38 inches, Clyde. Hmm, this coffin is gonna be tricky.

Scout 2: His left foot's 8 inches, Carl.

Scout 1: OK, his right foot's 18 inches, Clyde. Gotta adjust for that, I guess.

Scout 2: His left leg's 20 inches, Carl.

Scout 1: (raises right leg up and slowly pours water down it) OK, his right leg's 42 inches, Clyde.

(at this point, either the volunteer notices the water and the scouts run away. Or, the scouts need to wrap up the skit.)

Scout 2: Well, Carl, we best go get busy on that coffin now. Looks like we'll have to charge extra for a custom fit and waterproof lining!

Find more Scouting Resources at www.BoyScoutTrail.com

Mechanical Cowboy

Intended for: Boy Scouts

One scout is a quickdraw mechanical cowboy. He stands motionless at center stage, facing stage left, looking straight ahead. He always talks in a mechanical, monotone, but very western voice.

Cowboy: (to no one in particular) Howdy partner, wanna draw?

(scout walks to center stage)

Cowboy: Howdy partner, wanna draw?

Scout : Hey, what's this? Wow, a mechanical cowboy - cool!

(pretends to read instructions)

Let's see, 'Deposit 25 cents and see if you can outdraw Black Bart, the fastest gun in the West.'

'WARNING: slow draws may experience mild discomfort.'

Scout : All right! I bet I can beat this old heap of scrapmetal.

(takes quarter from his pocket and deposits it in mechanical cowboy's shirt pocket.)

Cowboy: So, you think you're fast? Put on the gun and holster at my feet and on the count of 3, Draw!

(person bends down to pick up holster, but its stuck under the cowboy's foot)

Scout : Hey, it's stuck!

Cowboy: 1... 2... 3... Draw! BANG!

(he shoots the bending over scout in the back who falls down and then jumps up, holding his backside.)

Scout : OUCH! What a rip-off! I'll get him this time.

(scout bends down and pries the holster from under the cowboy's foot and puts it on. He then inserts another quarter.)

Cowboy: So, you think you're fast? Put on the gun and holster at my feet and on the count of 3, Draw!

Scout : Ha! I'm way ahead of you!

(He puts his hand on the gun, ready to draw.)

Cowboy: 1... 2... 3... Draw!

(On 'Draw', the scout tries to pull the gun out of the holster, but it is stuck. He frantically works on it.)

Cowboy: BANG!

(scout flies backward and then gets up rubbing his chest.)

Scout : DANG! That hurts! Well, now you're in for it!

(scout works on the gun until he gets it out of the holster. He stands at the side of the mechanical cowboy, inserts a quarter, and holds his gun right up to cowboy's head in anticipation.)

Cowboy: So, you think you're fast? Put on the gun and holster at my feet and on

Script:

the count of 3, Draw!

Scout : Yeah, that's right! Here we go!

Cowboy: 1... 2... 3... 3... 3... 3...

(scout moves around to the front and hits cowboy on the shoulder to jar him back into operation.)

Cowboy: Draw! BANG!

(scout flies backward and then gets up rubbing his chest.)

Scout : Man, that's gonna leave a mark!

(scout stands behind the mechanical cowboy, inserts a quarter, and holds his gun right up to cowboy's head.)

Cowboy: So, you think you're fast? Put on the gun and holster at my feet and on the count of 3, Draw!

Scout : Boy, this is gonna be great!

Cowboy: 1... 2...

(He runs out of power on '2', and bends his head down and stops.)

Scout : What!? No way! I don't believe it. What a waste of quarters.

(He puts his gun in the holster, takes it off, and places it at the feet of the cowboy. As he turns and walks away, the cowboy comes back to life.)

Cowboy: ... 3 Draw! BANG!

(scout jumps and yelps, holding his backside.)

Scout : Dag nab it! Now, I'm really mad! No more horsing around. This here's my last quarter!

(scout picks up the holster, puts it on, and gets into a good gunfighting pose right in front of the cowboy.)

Cowboy: So, you think you're fast? Put on the gun and holster at my feet and on the count of 3, Draw!

Scout : Darn right! I'm gonna show you who's fast!

Cowboy: 1 - BANG! 2 - BANG! 3 - BANG! DRAW - BANG!

(He shoots after each number. The scout gets hit in the chest first and spins around, then yelps and jumps grabbing his backside on each 'BANG' as he runs offstage.)

Find more Scouting Resources at www.BoyScoutTrail.com

Mosquito Memories

Intended for: Boy Scouts

Notes: You can spell out any word, but having the participants seriously say their parts while the audience figures out the word makes it fun.

This is good for a campfire towards the end of a week at camp. Each of the eight speakers holds up a large card showing his letter.

M is for the Memories we share tonight - the memories of camp.

O is for the Opportunities we have to grow together, to learn new skills, and to share fellowship around this campfire tonight.

S is for the Super things we have done here and the Super scouts we have met and made our friends.

Q is for the Quiet times we experience - times to reflect and give thanks.

U is for the Ultimate peacefulness of the outdoors.

I is for the Inspiration we receive from nature and from our friends.

T is for the Terrific leaders who have been with us at camp.

O is for the Obstacles we've overcome this week.

Script:

Put them all together, and what do you have?

MOSQUITO!

Other words to try:

OATMEAL

THUNDER

anything that would have humorous meaning from the events of camp.

Find more Scouting Resources at www.BoyScoutTrail.com

Musical Toilet Seats

Intended for: All Scouts

Required: 4 scouts
cardboard toilet seat cutouts (optional)

(one scout is a door to door salesman, selling Musical Toilet Seats. Other three scouts are placed around stage, each at their own homes)

(salesman walks up to 'door' of first customer and pretends to knock. Customer walks to door and opens it.)

Script:

Salesman: Good morning, sir, I'd like to show you the newest thing in modern electronic technology. I've developed the new musical toilet seat. Would you be interested in buying this modern day marvel?

Customer #1: What music does it play?

Salesman: Why, I have a complete library of songs, just tell me what you'd like.

Customer #1: Do you have one that plays Dixie?

Salesman: Absolutely! Here you go!
(hands him a seat and gets paid.)
Salesman: I'll check back tomorrow to make sure you are happy with your purchase. Thank you!
(customer closes door, salesman walks to next house)

(Repeat for customer #2 who asks for 'Yellow Submarine')

(Repeat for customer #3 who asks for 'Star Spangled Banner')

the next day...

(salesman knocks on customer #1's door)

Salesman: How did you like the musical toilet seat?

Customer #1: It was great! It played Dixie and I sat there with a bucket of fried chicken enjoying each note.

Salesman: Wonderful! Nice doing business with you.

(salesman knocks on customer #2's door)

Salesman: How did you like the musical toilet seat?

Customer #2: Just fine. It played Yellow Submarine and I pretended I was bombing the submarine.

Salesman: Whatever! Nice doing business with you.

(salesman knocks on customer #3's door)

Salesman: How did you like the musical toilet seat?

Customer #3: Awful, just awful! I want you to take it back!

Salesman: What? You are my first unsatisfied customer ever! Why don't you like it?

Customer #3: Every time I sit down to go, it starts playing the Star Spangled Banner and I have to stand up and salute!

Find more Scouting Resources at www.BoyScoutTrail.com

My Centipeed

Intended for: Cub Scouts

6 scouts
one good-humored volunteer (victim)
Required: one safe volunteer
paper cup of water
sheet or blanket

Preparation: 5 scouts line up single file with blanket over their heads and covering them - they

are a centipede. The last scout has a small cup of water hidden.

Scout 1: Ladies and Gentlemen, please welcome Sinbad, my pet centipede!
(centipede enters center stage) I have spent many hours training him to do the most amazing tricks. To demonstrate his talents, I need 2 volunteers from the audience please. (choose 2, one will be a victim)

Scout 1: Please stand here and here (instructs volunteers to stand a couple feet apart) And, now my centipede will run circles around these two. Sinbad, GO!
(centipede trots around the volunteers. Wait until the centipede is between the volunteers and audience to tell him to stop)

Scout 1: Sinbad, STOP! Wasn't that amazing! For his next trick, my centipede will sit. Sinbad, SIT! (scouts all crouch way down) Wonderful! Sinbad, UP!

Script:

Scout 1: For my centipede's most awesome trick, he will demonstrate his fancy footwork. Volunteers, please lay down here and here. (have them lay down with feet facing audience about 3 feet apart)

(scout guides Sinbad to the side of the safe volunteer to set up the trick)

Scout 1: Now, my centipede will walk over these two brave souls without touching them with any of his many feet. Everyone, please be quiet so my centipede can concentrate. Sinbad, GO!

(the centipede carefully steps over the first and second volunteer. Just as the last scout is over the last volunteer, Sinbad stops and the last scout lifts his leg facing toward the audience and slowly pours the glass of water on the victim's pants.)

Scout 1: Oh no! My centi-PEED! (and, they all run off)

Find more Scouting Resources at www.BoyScoutTrail.com

My Royal Papers

Intended for: All Scouts

Required: at least 2 scouts
chair
toilet paper roll
any number of other types of paper

(leader is King, or President, or Gang Boss and is sitting on a chair center stage facing audience.)

Script: **Leader:** Bring me my [Royal, Presidential, Important] papers!
(a scout runs up to him with a newspaper.)

Leader: Those are NOT my Royal papers. (throws them aside.)

Leader: Bring me my Royal papers now!
(a scout runs up to him with notebook paper.)
Leader: Those are NOT my Royal papers. (throws them aside.)

(repeat with paper towels, wrapping paper, brown paper bag, ...)

Leader: Bring me my Royal papers now!
(a scout runs up to him with roll of toilet paper.)
Leader: Aaaaaah, FINALLY! My Royal papers! (and hugs the roll to his chest as he runs offstage needing to use the toilet.)

Find more Scouting Resources at www.BoyScoutTrail.com

My Worm

Intended for: All Scouts

Required: a leader
1 or more scouts

Notes: an adult is leading a group on a hike with one whining scout.

(group enters stage as if on a long hike, somewhat tired out by now. Only the scout and leader have parts.)

(the scout always talks in a whiny, screechy voice.)

Scout : I'm tired. I want a break.

Leader: No, we still have 4 miles to hike before we get back to the trailhead.

Scout : But, I'm tired. I'll tell my Mom if we don't stop.

Leader: Oh, all right. Everybody halt! Take a 2 minute rest.

Scout : I want to sit down.

Leader: The ground's all muddy. Go ahead if you want to be a sloppy mess.
(scout sits down. Then, looks up at leader.)

Scout : Sit down with me.

Script: **Leader:** No, I'm not getting all muddy.

Scout : I'll tell my Mom.

Leader: I don't care. I'm not getting all muddy.

Scout : I'll tell my Dad.

Leader: Oh, all right!

(leader plops down next to scout and shakes mud off his hands.)

Scout : Oh, look! A big worm. Pick it up for me.

Leader: No, pick it up yourself.

Scout : I'll tell my Mom.

Leader: Go ahead, I don't care.

Scout : I'll tell my Dad.

Leader: So what.

Scout : I'll tell your wife.

Leader: OK! OK! I've got your worm, see?

Scout : Break it in half for me.

Leader: No! That's disgusting!

Scout : Do it or I'll tell your wife.

Leader: No! Go ahead and tell her.

Scout : I'll cry!

(starts crying loudly. All the scouts cover their ears and leader frantically breaks worm in half.)

Leader: There! There! It's broken already.

Scout : Eat half of it.

Leader: No!

(scout starts crying almost as loud as he can and watching the leader. Leader finally eats half the worm, gagging on it. But, the scout cries even louder.)

Leader: Stop! I ate half the worm. Why won't you stop?

Scout : (pauses in his screaming) You ate MY HALF! (screams some more)

Find more Scouting Resources at www.BoyScoutTrail.com

Need a Big Jerk

Intended for: All Scouts

Required: 4 scouts
and one volunteer (good-humored victim)

One scout is a lawnmower that will not start.

Scout #1 is trying to start the lawnmower. Lawnmower coughs and sputters each attempt.

Scout #2 walks on, asks what's wrong, and gives it a try. Lawnmower still does not start.

Script: Scout #3 tries with no luck.

Scouts ask for someone really strong from the audience to help them.

When the volunteer tries, the lawnmower starts right up on the first attempt.

Scout #1: Wow, thanks! I guess it just needed a big jerk!

Find more Scouting Resources at www.BoyScoutTrail.com

New Fathers

Intended for: Boy Scouts

Required: at least 5 scouts

(Four fathers are pacing nervously around the waiting room, waiting for news from the doctor about their new babies)

Doctor enters the room.

Doctor: Mr. Smith?

(Mr. Smith steps forward in nervous anticipation.)

Mr. Smith: Yes, yes!

Doctor: Mr. Smith, you are the proud father of healthy twins.

Mr. Smith: Wow, what a coincidence. I'm a pitcher for the Minnesota Twins!

(Mr. Smith and doctor exit while others continue to pace)

Doctor: Mr. Jones?

Mr. Jones: Yes, that's me. What news?

Doctor: Mr. Jones, you are the proud father of healthy triplets.

Mr. Jones: Wow, another coincidence. I work at 3M.

(Mr. Jones and doctor exit while pacing continues)

Script:

Doctor: Mr. Doe?

Mr. Doe: Yes, sir. Tell me, quick!

Doctor: Mr. Doe, you are the proud father of healthy quadruplets.

Mr. Doe: Well, that's amazing. I'm the news anchor for Channel Four!

(As doctor and Mr. Doe start to exit, the last father starts yelling.)

Last Father: Oh No! I can't take it! There's no way!

(doctor comes back to him and grabs him by the shoulders.)

Doctor: Man, get ahold of yourself. What's the problem?

Last Father: It's awful. I'm a store manager for Seven-Eleven!

With more scouts, you could come up with additional fathers for Five, Six, Seven, ... and have the last father be a quarterback for the San Francisco 49ers.

Find more Scouting Resources at www.BoyScoutTrail.com

No Fishing

Intended for: Boy Scouts, Webelos Scouts

Required: 2 scouts

(one scout is sitting on the bank of a stream or lake, fishing the day away. The game warden walks up.)

Warden: Hey, there! Didn't you see this NO FISHING sign? (points to pretend sign)

Fisherman: Why, yes sir, mister warden sir, I did. And, I am not fishing.

Warden: What?!? You have a fishing pole with a worm on the end of the line. You ARE fishing!

Fisherman: Oh, no sir! I'm teaching my pet worm to swim!

Warden: OK, then. What about this bucket of fish here. There's 3 nice ones swimming around in it. You must have caught them! I'm putting you under arrest!

Script: **Fisherman:** Oh, no sir! Those are my pet fish. I've trained them to come when I call them.

Warden: No way! Fish aren't smart enough to do that.

Fisherman: Here, I'll prove it if you want me to.

Warden: OK, prove it.

(fisherman picks up bucket and talks to fish.)

Fisherman: Hey, Bubbles. Good fishy, Puddles. Awww, that's a good boy, Flipper. Now, I need you to show the nice officer how well trained you are. When I whistle, you all come back now, you hear? Good fish! OK, here we go... (pretends to toss the fish out of the bucket into the lake and sets down on the bucket.)

(after a pause of 10 seconds, the Warden gets suspicious.)

Warden: Well, go ahead and whistle for your fish.

Fisherman: What fish?

Find more Scouting Resources at www.BoyScoutTrail.com

Not Enough Parachutes

Intended for: All Scouts

Required: 4 scouts
Pilot, President, Scout, Smartest Man in the World

Preparation: line up 4 chairs in a column sideways to the audience. These are the seats on the plane. Pilot stands by the plane.

Notes: scouts should sit with scout in back, then smart man, then president, then pilot in front.

Pilot: (to arriving passenger) Good afternoon. Please tell me who you are so I can cross-check our passenger list.

President: (quite importantly) I am the President of the United States.

Pilot: Welcome aboard, Mr. President. Please take a seat.

Pilot: (to arriving passenger) Good afternoon. Please tell me who you are so I can cross-check our passenger list.

Smart Man: (very importantly) I am the Smartest Man in the World. I've just been awarded this wonderful 'Smart Guy' award and I'm heading to my laboratory to think about important things.

Pilot: Welcome aboard, sir. Please take a seat.

Pilot: (to arriving passenger) Good afternoon. Please tell me who you are so I can cross-check our passenger list.

Person: I am a Scout on my way to [make up something specific for your group].

Pilot: Welcome aboard. Please take a seat.

Pilot: (takes seat in cockpit) This is your pilot. We are cleared for take-off. Please buckle your seatbelts and enjoy the ride.

(plane takes off and everyone looks out the windows for a few seconds.)

Pilot: (looks nervously at controls. Taps instruments, then addresses passengers) I'm sorry to report that we have a major malfunction. The plane is losing altitude and we will crash in 2 minutes. We will need to parachute to safety. Please follow me.

(as he walks to rear of plane, president, smartest man, and scout fall in behind him.)

(pilot counts parachutes and addresses passengers.)

Pilot: I have more bad news. We only have 3 parachutes.

President: (pushing past pilot to rear and grabbing a parachute) I am the President! My country needs me! (and he jumps out)

Smart Man: (pushing past pilot to rear and grabbing a parachute) I am the world's Smartest Man! I must live so I can do important things! (and he jumps out)

Pilot: (to scout) Well, there's only one chute left. You take it. I guess the pilot will go down with his ship.

Scout : Actually, there are 2 chutes left.

Pilot: Really? How is that possible?

Scout : Well, the Smartest Man in the World just jumped out with my knapsack!

Script:

Find more Scouting Resources at www.BoyScoutTrail.com

Nuts, the Elephant

Intended for: All Scouts

Required: large grey blanket
4 scouts
1 cup of water

Preparation: 2 scouts bend over at waist, 2nd holding waist of first. Put blanket over them to create an elephant.
2nd scout holds a cup of water in one hand at the waist of the first.

Remember, the elephant's name is 'NUTS' - that is important.
It's also important to have a volunteer you are pretty sure can take a joke and getting wet.

Trainer: Ladies and Gentlemen, have we got a treat for you today! Please welcome my new trained elephant, 'NUTS!'.

"Come, Nuts!" - and the elephant walks onstage.

"Stop, Nuts!" - and the elephant stops.

Trainer: Folks, you will be amazed at the tricks NUTS can do. Watch this.

Script: "Sit, Nuts!" - the back end squats down.
"Stand, Nuts!" - the back comes up.

Trainer: NUTS is so well trained, he can walk over people. I will need a couple volunteers for this trick. I promise he will not step on you.
(it may take some coaxing to get two volunteers)

Have volunteers lay down on the floor beside each other with space between.

Trainer: "Walk, Nuts!"

From the back of the room, as NUTS is stepping over the volunteers, the last scout walks forward, shouting: "Pea-nuts! Pea-nuts! Get your Pea-nuts here!"
(and, of course, the 2nd scout in the elephant lifts one leg and pours the cup of water.)

Find more Scouting Resources at www.BoyScoutTrail.com

Nutty Fisherman

Intended for: Cub Scouts