

Skits

Skits

SKITS ARE FUN

A skit is a dramatized joke of a funny situation, usually with a snapper line at the end. Skits are short, quick and to the point. Skits are used to help the pack meetings, the parents, the cub scouts and the den leaders.

Pack meetings need skits. Skits are icebreakers. They get everyone smiling or laughing and set the mood for the pack meeting. Parents need skits. When a den does a skit at the pack meeting parents see their sons participating in the program. Parents know what the boys are accomplishing. Skits help take the pack meeting out of the hands of adults and put it back into the hands of the boys.

Cub scouts need skits. Skits allow the boys time to have in front of a group to help develop their self-confidence and show off. The cub scouts can act out their own plots using their imagination and gain a real sense of accomplishment.

Den leaders need skits. Skits are a program help. They allow the den leader to observe and learn about their cub scouts. Skits can be the tool for learning, experiencing, or imagining. Boys love to use their imagination, so let them. This is their chance to be somebody else, to pretend, to dress up and give others pleasure at the same time.

Skits let the boys express a choice of characters and develop powers of observation by helping them recognize the desirable characteristics in the people they see. They may also help a boy become self confident.

Do not be limited to the ideas found in this section. The Cub scouts are the greatest resources for skit ideas. Let them make it up. One boy may have a funny event to relate from school or home. Boys are great at knock-knock jokes. Use them. The boys will participate more readily if they feel the skit is theirs.

SKIT FORMAT SHOULD FOLLOW THIS SIMPLE OUTLINE

BOYS WANT SOMETHING - Friendship, a gold mine, a trophy, to find a lost planet

BOYS STARTS TO GET SOMEWHERE - By canoe, plane, horseback, on foot or some other way.

OBSTACLES STOP BOYS - Crocodile, head hunter, a secret enemy, a false friend or other problem.

BOYS ACHIEVE GOAL - Through an act of kindness, bravery, wisdom, magic, or unexpected help of other means.

KEEP THESE THINGS IN MIND

Keep a skit simple

Keep it short (3 to 5 minutes)

Use simple props, scenery, costumes if any

Avoid long memorized dialogue

Pantomimes are great

Let every boy participate

Use stage directions liberally-tell who goes where and does what.

Be sure the audience can hear.

A simple skit can be written around a joke, a punch line, a song or participation of others than the cub scout

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THE COLD STARE

It is hard to believe it could happen, but it can. Their voices never seem to be softer than a roar and ever time they practiced the skit for the next pack meeting, each and every boy knows his part perfectly. In fact they are doing so well they are starting to ad lib and are really making a great skit, a skit for boys that boys and leaders will really be proud of.

The big night comes, the opening and announcements are given and then ... it's time for den 1 to do their thing. All the boys have had the extra tuck-in of the shirt and their neckerchief straightened. all march onto the stage in front of the pack. Each boy is carrying a sign. The ones the leader stayed up till 3 a.m. printing. Taped to the back of the signs are their lines, just in case they forget.

The skit begins and the first cub scout with his usual good humor, goes right into his talk, ad-libbing all the way. The leader is thinking, why did all the other leaders keep saying "wait till its your turn"

Then it happens, the third boy from the left, the one that kept bringing frogs and grasshoppers to the den meetings and is always telling about how he fights and ain't scared of nuttin...there he stands...mouth hanging open and the THE COLD STARE. He's scared.

Does the leader panic, scream, cry, melt into the floor? NO. The leader simply smiles, calmly walks to stand behind the young cub scout, gives him a small little undetectable hug and reads his part with him, or for him if necessary.

The boy has been embarrassed to tears and the skit goes on. But be prepared in the event the second boy from the right does the same thing.

Be ready with a smile, a hug, and don't forget to read over the lines before going to the meeting just in case some help is needed.

COSTUMES

You can hang a sign around a boy's neck that tells you what his character is, i.e. villain, hero, fair damsel, etc. So you can't really say costumes are necessary but they do add another dimension to the character. They transform a boy into a pirate, a clown, an Indian - whatever. Costumes can be made from large brown grocery sacks. Old clothing is a good source for costumes - that old, felt hat of dad's - the sparkle trim from mom's old dress, etc. Keep costumes at the Cub Scout age level. The boys will give their best performance if they are made to feel that the skit is theirs, including the costumes.

SPECIAL EFFECTS

This is another dimension to add to your skit...and another dimension to add to your purpose in putting on the skit. Here is the perfect place for that extra shy boy in the den who finds it difficult to speak or act in front of a group. He can handle the sound effects like pouring rice on a pane of glass to simulate rain or shaking a cookie sheet to sound like thunder. He can hit that cookie sheet with a metal spoon when the script calls for a sword and shield fight, or rap sharply on a plastic milk bottle when someone "knocks on the door".

MAKE-UP

Boys love to make themselves up to be someone else. Characters seem more real with makeup. It will help the bashful Cub because his audience is looking at an imaginary character, not the boy himself. Keep it simple but use what is necessary to establish the character.

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THINGS TO REMEMBER

- Skits are appealing to boys of Cub Scout age.
- They help channel a boy's imagination (He doesn't just play he's a pirate. He is a buccaneer sailing under the Jolly Roger.).
- Dramatics are important in the growth of boys because it gives them an outlet for the "let's pretend" part of their character.
- It gives boys a chance for creative expression rather than imitations.
- Skits help boys express their choice of characters and develop their powers of observation by helping them recognize the desirable characteristics in people they see.
- They let boys play parts they have always dreamed of.
- Skits create self-confidence and helps eliminate self-consciousness.
- Keep ideas simple—simple skits, simple costumes and simple props, well done are always more impressive than elaborate ones poorly done. A simple sign can often do wonders (it turns a box into a wagon, car, plane, etc. It can even turn a boy into a tree).
- Keep it short (3-5 minutes)...
- Avoid long memorized dialogue. Pantomimes are great.
- Let every boy take a part.
- Use stage directions liberally—tell who goes where and does what.
- Be sure the audience can hear. Boys should be coached to speak slowly, clearly, loudly.
- If the audience laughs or applauds, actors should pause before continuing their lines.

THINGS TO AVOID

- Dramatization of undesirable characters.
- Asking a Cub Scout to attempt to portray a character that is too difficult for him.
- The tendency to let the more capable boys do all the work.

AUDIENCE PARTICIPATION (ALL AGES & RANKS)

- Audible & Clear
- Fast Paced Action
- Silly and/or Corny
- Dramatic/ Over Acted
- Props & Costumes
- Practice/Rehearsal
- **FUN FOR ALL! (Don't Attack)**

**SKITS
AND
SIGHT GAGS**

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THE STAND-IN

Here's a great "pie in the face" skit that involves seven characters. The "sucker" should be played by someone who can play dumb and is a good sport.

Characters:

director (*wearing a beret, scarf, and dark glasses*)

cameraman (*with a "movie camera" of some kind. Try using an old-fashioned meat grinder on a tripod to look like a camera.*)

makeup man (*with a sack of flour and a powder puff*)

the hero (*handsome, dressed in white*)

the beautiful girl

bartender (*or soda jerk*)

the sucker (*the stand-in*)

The skit begins on a movie set. The hero is sitting in a chair next to the girl, getting ready to kiss her, and the cameraman is moving around taking pictures, the I director is directing, the lights are on. The "sucker," who is the dumb type, walks, into, the action, fascinated. He walks in front of the camera.

Sucker: Wow. A real movie. Gosh, I wish I could be in a movie.

Director: (*in a rage*) CUT! CUT! You! Get out of here! You've just ruined a perfect take! Beat it! Scram!

Sucker: (*Slinks off, disappointed*) Shucks. I shore wish I could be a movie star.

Director: (*Thinks a second*) Hey, wait a minute! You! (*to the sucker*) Do you want to be in a movie? I think we can use you! (*He whispers something to the hero, and they both smile*)

Sucker: (*overjoyed*) Really? Wow! I'm a star! Oh, boy! Where do I start? Where are my lines?

Director: Just wait and we'll show you.

The action continues, and the hero sits again by the girl, says a bunch of mushy things to her, and then starts to kiss her. When he does, the girl brings back her hand to slap the hero's face.

Director: Cut! O.K., bring in the stand-in. (*The sucker takes the place of the hero in the chair*) Makeup! (*The makeup man comes in and throws a bunch of flour in the sucker's face*) Action!

The sucker starts to kiss the girl, and she slaps him across the face so hard that he falls clean over backwards in his chair.

Director: Cut! Great! All right, let's have scene two ... Action!

The hero crawls along the floor, crying "Water, water-give me some water"

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Director: Cut! Bring in the stand-in. (He comes in and takes the hero's place.) Makeup! (Makeup man throws more flour in his face.) Action! Roll-'em!

The sucker stands at the bar, demands the pie, and the bartender throws the pie (big cream pie) in his face.

Director: Cut! Perfect! Tremendous! Well, that's it for today!

Everybody leaves, leaving the stand-in with a puzzled look on his face. He shrugs his shoulders and walks off the stage.

The sucker crawls along the ground and yells ".Water!" An offstage helper brings in a big bucket of water and dumps it all over him.

Director: Cut! Perfect! All right, let's have scene three ... action!

The hero walks up to a bar and orders some milk. The bartender gives him some milk and he drinks it. Then he orders some pie. The bartender says, "Do you really want some pie?" The hero says, "Yeah. Gimme some pie." The bartender reaches for the pie.

Director: Cut! Bring in the stand-in! (The sucker enters, looking pretty bewildered at the whole thing.) Makeup! (more flour in the face) Action!

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THE MAGIC BANDANNA

For this skit, you will need two guys. One is a magician, the other is his assistant. The magician should be dressed appropriately in tails and top hat. The assistant, who seems to be a klutz, never says anything, ala Harpo Marx. He only takes orders from his "boss," the magician. On the stage is a table. On top of the table is a bandanna. Also, nearby (such as under the table) is a sack lunch.

Magician: Ladies and gentlemen, today I am going to perform for you my famous vanishing bandanna trick. My assistant, Herkimer, will go to the table behind me, and do exactly as I say. And even though I will not look at Herkimer or the bandanna, I will be able to make it disappear in Herkimer's hand. (to Herkimer) All right, Herkimer ... go to the table behind me.

(Herkimer goes to the table, and the magician stands in front, facing the audience, so that he cannot see the table or Herkimer.)

Magician: Herkimer please pick up the bandanna.

(Herkimer looks at the bandanna, but is distracted by the sack lunch under the table, so he picks it up and looks inside the bag. He discovers a banana. Then he looks puzzled, like he's not sure exactly what the magician asked him to pick up, so he throws the bandanna on the floor, and holds the banana instead.)

Magician: Herkimer take the bandanna in your right hand, please.

(He holds the banana in his right hand.)

Magician: Now, Herkimer ... fold the four corners' of the bandanna together.

(Herkimer begins peeling the banana, counting one, two, three, four. He throws the peel on the floor.)

Magician: Now stuff the bandanna into your left fist and don't let any of it show, Herkimer!

(Herkimer takes the banana and crams it into his fist, causing the squashed up banana to come oozing out between his fingers.)

Magician: Finally, Herkimer ... on the count of three ... throw the bandanna up into the air, and the bandanna will be gone! ONE ... TWO ... THREE!

(On the count of three, Herkimer throws the mashed-up banana at the magician and the magician chases Herkimer offstage.)

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THE SNEAK THIEF

Two gentlemen dressed in business suits walk into a restaurant on their coffee break and sit at a table covered with a long tablecloth. One has a newspaper under his arm. After ordering coffee, the one with the newspaper (Man 1) pulls it out and begins to read. He shares some of the news stories briefly with his friend, then whistles in surprise:

Man 1: Did you see this item about the sneak thief?

Man 2: No, what happened?

Man 1: Listen to this. (Reads aloud) "Another series of bizarre robberies occurred yesterday in (name of local town). Purses, wallets, and other items mysteriously disappeared. Police are baffled and have no clues as to the thief's identity or how he strikes without being seen. The public is warned to be on their guard until the thief is apprehended."

Man 2: That's unbelievable!

They continue to talk. The waitress brings the coffee, and one man signs the check. They drink the coffee quickly. One man looks at his watch and says, "Hey you'd better get back to the office." They both rise and walk out-minus their trousers and clad in bright-colored swim trunks' (The two will have to practice getting out of their pants so that the -audience doesn't notice. Supposedly, the long tablecloth hides the whole operation, but it still takes some practice to pull it off-no pun intended. A hint-if your actors wear loafers, they'll be able to get their shoes off and on more easily and less noticeably.)

THE TWELVE DAYS OF SCHOOL

Here's a fun song that the group can sing, or you can do it as a skit with one person taking each line and acting out each part. It should be sung to the same tune as the "Twelve Days of Christmas."

"On the first day of school, my mommy said to me..."

First day: "Don't ever wet your pants."

Second day: "Don't lift your dress."

Third day: "Don't eat your crayons."

Fourth day: "Don't chew gum."

Fifth day: "Don't pick your nose."

Sixth day: "Don't hold hands."

Seventh day: "Don't throw spitballs."

Eighth day: "Don't ever belch."

Ninth day: "Don't sleep in class."

Tenth day: "Don't be a sissy."

Eleventh day: "Don't bite your toenails."

Twelfth day: "Don't kiss the girls (boys)."

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THE W.C.

Here's a simple one that always gets a laugh. Just give the following background information, then read the letter that follows:

A wealthy English lady, while visiting in Switzerland, was looking for a room and asked the schoolmaster if he could recommend one. He took her to see several rooms, and when everything was settled, the lady returned home to make final preparations to move. When she arrived home, the thought occurred to her that she had not seen a "W.C." in the place. (In England, a W. C. is a "water closet" or a bathroom.) So she immediately wrote a note to the schoolmaster asking him if there was a W. C. in the place. But the schoolmaster, who spoke very poor English, had never heard of a W. C. and asked the parish priest for help. Together they tried to find the meaning of the letters - and the only solution they could find was "Wayside Chapel." The schoolmaster then wrote the following letter to the English lady:

My Dear Madam:

I take great pleasure in informing you that the W.C. is situated nine miles from the house in the center of a beautiful grove of pine trees surrounded by lovely grounds. It is capable of holding 229 people, and it is open on Sundays and Thursdays only. As there are a great number of people expected during the summer months, I suggest that you come early, although usually there is plenty of standing room. This is an unfortunate situation, especially if you are in the habit of going regularly. It may be of some interest to know that my daughter was married in the W.C. and it was there that she met her husband. I can remember the rush there was for seats. There were ten people to every seat usually occupied by one. It was wonderful to see the expressions on their faces. You will be glad to hear that a good number of people bring their lunch and make a day of it, while those who can afford to go by car, arrive just on time. I would especially recommend your ladyship to go on Thursdays when there is an organ accompaniment. The acoustics are excellent, and even the most delicate sounds can be heard everywhere. The newest addition is a bell donated by a wealthy resident of the district. It rings every time a person enters. A bazaar is to be held to provide for plush seats for all, since the people feel it is long needed. My wife is rather delicate so she cannot attend regularly. It is almost a year-since she went last, and naturally it pains her very much not to be able to go more often. I shall be delighted to reserve the best seat for you, where you shall be seen by all. For the children, there is a special day and time so that they do not disturb the elders. Hoping to be of some service to you,

The Schoolmaster

SUMO WRESTLERS

For this skit you'll need two guys, preferably of a muscular or flabby physique, dressed in diapers (use a white sheet for the diapers). You will also need an announcer with a good voice and something he or she can use as a microphone, such as a vacuum hose.

Have the two wrestlers come stomping into the room, circling each other and snorting at each other with deep voices. The announcer introduces the first man as Yamahaha, who then steps forward, bows with folded hands and slowly laughs with a deep voice and a Japanese accent, "ha ha ha ha ha." He then throws rice over each shoulder. This procedure is repeated when the announcer introduces Korimoto-ho, who responds with a "ho ho ho ho."

After their introductions, the two wrestlers begin fighting. They are never to touch each other or to speak, except for occasional "ha ha's" and "ho ho's." The fight is conducted by each fighter doing to himself what he really wants to do to his opponent. The opponent responds-at the same time-by reacting to the hold or punch as if it had really happened to him.

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While this is going on, the announcer calls the play-by-play, describing finger bends, nostril lifts, toe stomps, navel jabs, and armpit hair pulls. With some good actors this event can be hilarious.

NO MATTER WHAT SHAPE YOUR STOMACH'S IN

This skit takes place "inside" the human body. Set up your room so that the stage area is the stomach, the center aisle is the throat, and the door is the mouth.

Any variation of this basic set up will work. Put up signs-"Stomach", "Mouth", and so on-and any other decorations that might help et the 'idea across. Next you need a sound effects man, on a microphone, to make appropriate sounds as the skit progresses.

Characters:

four or five "stomach acids" (Hang signs around their necks that say "Stomach Acid.")
a taco (kid dressed in Mexican clothes)
chop suey (kid dressed in Chinese clothes)
french fries (kid wearing a beret)
hot dog (kid on all fours, barking like a dog)
chicken (kid clucking like a chicken)
or any other foods I you want (costumes and behavior should be ridiculous)

As the skit begins, the stomach acids are on the stage (stomach). The sound effects man is making gurgling noises on the microphone and the stomach acids are holding their stomachs in pain, saying "Boy, am I hungry! When are we going to get something to eat?" Suddenly, one of them says, "Look! Food! Here comes a taco! Oh, boy!"; The taco comes in the door (mouth) and starts down the aisle (throat). The stomach acids hide. The sound effects man begins to make more excited gurgling sounds. The taco walks into the stomach, looking around nonchalantly-suddenly the stomach acids jump out and attack the taco, beating it up and biting it. Now the sound effects man is gurgling and slurping like crazy. The taco puts up a fight, but loses, falling to the floor, and the stomach acids smile, rubbing their stomachs, saying, "Ahhh, that was delicious."

Then the chop suey enters, and they do the same thing, jumping on the chop suey and beating it up. This happens to all the food, until the stage area is covered with "eaten" food lying all over the floor. The stomach acids say, "Boy, am I full. I'm really stuffed," and they lie down to go to sleep, with the sound effects man gurgling quietly. As the stomach acids sleep, the taco slowly gets up, wakes up the chop suey and the other foods and they attack the sleeping stomach acids. They beat them up, and the sound effects man starts making vomiting noises over the microphone as the foods run down the aisle and out the door.

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TEENAGE RUMBLE

You'll need about ten guys who dress up like members of a teenage gang, with leather jackets, knives, and chains. The scene is a dark alley, and two gangs meet there for what appears to be a gang war (five of the guys are one gang, five are the other). As the gangs approach each other, they begin shooting and pushing each other around, and finally one of the gang leaders speaks: "You guys going to play our game?" He repeats this several times, and the other gang leader replies, "No way, man, we're not going to play your game!" The first gang leader then pulls out a gun (blank gun) and shoots the second gang leader, who falls and puts on a good dying act. The first gang leader then looks threateningly at the other gang and says, "O.K.-you guys going to play our game now?" The other gang, sullen and defiant in defeat, says, "Yeah-we'll play your game." Both gangs then lay down all their weapons, get in a circle, join hands, and begin singing, "Ring around the rosie, pocket full of posies, ashes, ashes, we all fall down..."

THE MIDGET SKIT

This popular skit requires two people who are reasonably creative. It works best when presented on a stage with a curtain and no lighting except for a spotlight on the "midget." You'll need the following props:

table covered with a sheet or blanket
men's long-sleeved shirt
Bermuda shorts
shoes (large work shoes are best)
paper bag containing a toothbrush, a can of shaving cream, a safety razor (with no blade, please!),
banana, peanut butter and jam sandwich, and cream pie
towel lying on table

The lead man of this skit should be someone who can ad-lib well. He stands behind the table with the shorts around his arms, his hands in the shoes, and the shirt buttoned around his neck. A helper stands directly behind him and puts his hands through the sleeves of the shirt. During the course of the skit it will be necessary for the "midget" to shave, brush his teeth, eat, and so on. The arms doing all of that, of course, will belong to the helper standing behind, who won't be able to see what he's doing. The movement should all be exaggerated-smearing toothpaste all over the lead man's nose, brushing his cheeks, sticking a banana in his eye, and so on. The feet can also do some funny things, like clicking heels together or running. You'll want to give some forethought to the lead man's monologue. One good idea is to have

The "midget" hitchhiking to some event that you want to advertise. He explains to the audience where he's going and that he needs a ride. Several cars go by. Finally, one stops and the "midget" gets in (although he does not actually move anywhere). He talks to the driver of the car and explains where he is going and asks if he can shave before he gets there. After shaving, he asks if he can eat his lunch. Afterward, he brushes his teeth, gets out of the car, and thanks the driver.

The "midget" can also be a girl just change the costuming and supply beauty aids such as lipstick and mascara. Then have a beauty class.

The more creative and uninhibited the participants are, the more successful the skit will be.

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KOOKY CHOIRS

Sometimes it can be hilarious to have some nonmusical people perform a musical number that borders on the ridiculous. Here are some ideas:

1. *The Rhythm Band:* Have a few kids come out dressed up like a rock band and perform a song played on children's "rhythm band" instruments, like kazoos, slide-whistles, sandpaper blocks, rattles, and drums. It can be a riot.
2. *Bagpipes:* Divide your "musicians" into three sections. The first section sings "oh" continuously while lightly hitting their "Adam's apples" with the side of their hands. The second group sings "ad" and rhythmically pinches their noses, giving an alternately straight and nasal tone. The third group holds their noses, and to the tune of "The Campbells Are Coming," sings "da." Done correctly, this really does sound like bagpipes, provided the kids can keep from laughing.
3. *The Animal Fair:* Four or five guys come trotting in (from offstage) wearing a great assortment of odd-looking clothes and hats-the odder, the funnier. They line up in front of the audience shoulder to shoulder and begin singing in regular accentuated rhythmic beats "hum! hum! hum! hum!" - all the while bobbing up and down. The first one in line then begins singing the song-"I went to the animal fair. The birds and the mammals were there. The big baboon by the light of the moon was combing his auburn hair. The monkey he got drunk. He lit on the elephant's trunk. The elephant sneezed and fell on his knees, and that was the end of the monk!" Upon finishing, he continues singing the words, "The monk! the monk! the monk!" jumping up and down each time. Then the next person in line sings "The Animal Fair," bouncing up and down to "The monk!" when he's finished. And so on down the line. Each person bounces differently. When all have finished, they're all jumping and shaking, singing "The monk! the monk!" They then bounce out of the room.

PING-PONG SKIT

Find two guys who can make loud "clicks" against the roof of their mouth with their tongue, a sound like a Ping-Pong ball hit with a paddle.

The two of them each hold a paddle and begin playing on an imaginary table, making the sound effects with their mouths. They gradually get farther and farther apart, making the clicks farther apart, too.

Finally, they get so far apart they disappear offstage (or exit out side doors). When they reappear, they have switched positions and walk in backwards, continuing their game; but now it looks like they are hitting the ball all the way around the world. They continue playing and walking backwards toward each other until they pass each other so that now they're facing each other again, and play a fast game as before.

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HOWDY, BUCKAROO!

If the kids in your group have a tough time memorizing lines, this skit might be perfect for them. Four characters are needed: a mechanical quick-draw cowboy dressed in full cowboy garb, two warehouse employees dressed appropriately, and a third employee. Only the mechanical quick-draw cowboy need remember any lines. They should be spoken in a mechanical manner: "Howdy, Buckaroo! So you think you can beat me, eh? Put on the holster at my feet and on the count of three, draw! Are you ready? One ... Two ... Three!"

The only props you will need are two gun-and-holster sets, one of which should be loaded with blanks.

The play begins with the two warehouse employees rolling (or carrying) in the mechanical slot machine "cowboy" for storage. The extra gun-and-holster set is placed at the feet of the mechanical "cowboy." The two employees exit.

The third employee walks in and, seeing the robot, decides to try his luck. He reads the instructions printed on the chest of the mechanical man and then places a quarter in the slot. The robot winds up and gives the memorized spiel. The employee is unable to pick up the extra gun and holster set because it is trapped under the boot of the mechanical cowboy. He panics and turns to run as the robot counts to three and shoots the employee.

Not to be outdone, the employee lifts the robot's leg, pulls out the gun set and puts it on, and even practices his quick-draw skills several times. Confidently, he inserts another quarter. The message is repeated, but this time the employee's gun sticks in the holster and again he is shot. For the final attempt, the employee pulls his gun, stands to the side and holds his gun to the robot's head, and inserts another quarter. The robot repeats the message, except that this time the mechanical cowboy winds down in the middle of "two." The employee bangs on the robot a couple of times to get him moving again, but no response. Disgusted, he takes off the gun, sets it down at the robot's feet and turns to walk off. The robot continues suddenly with the rest of the prerecorded message, says "three," and shoots the employee.

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THE HAMBURGER SKIT

Characters:

The Customer

The Waiter

The Cook (wearing no shirt, only a cook's apron)

Props:

Table and chairs, set up like a restaurant

Plate of food, including a hamburger

A door near table leads to the "kitchen," offstage

The customer enters the restaurant and sits down. The waiter approaches the table and asks for his order.

Customer: I'll have a hamburger and a Coke.

Waiter: Thank you, sir. @Exits to kitchen and returns with the hamburger and Coke.) Here you are, sir. (Waiter exits.)

Customer: Thank you.

The customer takes the bun off the hamburger and starts to put ketchup on it. But before he does, he notices something on the hamburger patty. He looks disgusted and picks the "thing" up off the patty and calls the waiter.

Customer: Waiter! (The waiter comes.) Waiter, there's a hair on my hamburger. This is disgusting!

Waiter: I'm very sorry, sir. I'll get you another hamburger. (He exits to kitchen and returns with another one.) Here you are, sir.

Customer: Thank you.

Again, the customer starts to put ketchup on the hamburger and the same thing happens.

Customer: Waiter! Waiter! (The waiter comes running.) Look! There's a hair in this hamburger, too!

Waiter: I'm so very sorry, sir. Please allow me to get you another hamburger. I'm sure it won't happen again.

Customer: All right, but hurry it up.

The waiter returns with another hamburger, and the same thing happens. This time, the hair seems even longer and more disgusting than the others.

Customer: Waiter! (The waiter returns.) Look at this! I can't believe this place! I demand to speak to the cook!

Waiter: The cook?

Customer: Yes! I demand to see the cook right now!

Waiter: Very well, sir. (Turns to kitchen, and yells.) Hey, Buford! There's a customer out here who would like to have a few words with you!

Cook: (The cook comes out where he can be seen, wearing his apron over his bare chest.) Sure, right after I finish making up some more hamburger patties! (He rolls up a ball of meat and then flattens it by mashing it under his armpit.)

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THE ENLARGING MACHINE

For this skit you need a large refrigerator box with a hole in it and with dials, knobs, and meters painted on like a computer. Inside the box, concealed from the audience, is a helper. (No one should know about him.)

The creator of the machine, Dr. Einsteinski, @ demonstrates-he throws a handkerchief into the hole and out comes a sheet; in goes a piece of string, out comes a rope; in goes a ping-pong ball, out comes a basketball. Applause follows each demonstration. A "lady" then walks by carrying a baby (doll). Just as she gets in front of the machine, she trips and accidentally to tosses the baby into the machine' The scientist yells, "Oh, no!" and out of the machine busts the "helper," a big guy in diapers with a bottle, shouting, "Mommy!"

FRIENDLY TALKING MACHINE

This skit involves two people. One is an average, everyday guy and the other is a human-looking computer. He walks with machine-like motions, like a wind-up toy. There is a sign on him that says "Friendly Talking Machine" and a smaller one that says "Insert Coin Here," pointing to his shirt pocket. The Friendly Talking Machine enters the room, stops, and drops his head.

The average guy walks in, sees the sign, and deposits a dime in the F.T.M.'s pocket. The F.T.M. begins moving his arms up and down, lifts head, smiles, and says "Hi, there, I'm your Friendly Talking Machine. I am here to help you ..." The machine stops and drops his head again.

The average guy inserts another dime, and the machine starts up again: "Hi, there, I'm your Friendly Talking Machine. I am here to help you. Would you like to know how I can help you? . . ." Stops again, head drops.

Again, the average guy puts more money in, and the F.T.M. starts up again, each time going a little farther, adding a new phrase. Emphasis should be placed on the guy putting in more and more money.

Friendly Talking Machine's lines: (Each * shows where the average guy inserts another coin).

"Hi, there, I'm your Friendly Talking Machine. I am here to help you. * Would you like to know how I can help you? * You are sad and lonely. * Would you like to know how not to be sad and lonely? * You need a friend. * Would you like to know how to find a friend? * Give him lots of money, friend."

On completion of the next-to-last line, "Would you like to know how to find a friend?" the average guy inserts one last coin. Nothing happens. He taps machine, tries to find the problem. Finally he gets mad and starts to kick the machine, and the machine starts up suddenly. At the concluding line, the machine runs offstage with the average guy chasing.

Skits

THE DOCTOR'S OFFICE

The scene for this skit is the waiting room of a doctor's office. There are a few chairs and magazines in the room, and there is a receptionist seated at a table.

The first patient of the day enters and says to the receptionist, "I'm Mr. Smith. I have an appointment." She replies, "Fine. Please have a seat."

The next patient enters and says to the receptionist, "I'm Mr. Frick. I have an appointment. The receptionist replies, "Fine. Please have a seat," and Frick does. All the while, Frick is jerking his head violently (sideways) every four or five seconds and Smith watches. This continues for a while, and suddenly Smith starts uncontrollably jerking his head in the same manner as Frick. Meanwhile Frick's head stops jerking and Smith's head continues to jerk. Frick feels his neck, and says with a big smile, "Hey, my problem is gone! Cancel my appointment!" He leaves. Smith continues to jerk his head.

The next patient, Mr. Ferd, says the same thing to the receptionist, sits down, and begins flinging his arm in front of his chest in a spastic fashion. Smith, still jerking his head, notices Ferd's apparent problem, and pretty soon starts flinging his arm the same as Ferd. Now he is both flinging his arm, and jerking his head, and Ferd's arm stops. Ferd smiles and says, "Wow! My problem is gone! Cancel my appointment." He leaves. Smith, with a look of real puzzlement on his face, continues to jerk his head and fling his arm.

The next several patients enter, one at a time, and the same thing occurs each time. One man has a leg that keeps kicking out in front of him, and Smith catches his problem and starts kicking his leg, too. Another man comes in snapping his fingers, and Smith winds up snapping his fingers. Each time, Smith catches the new "disease," and the person who originally had it is miraculously cured. At this point, Smith should be jerking his head, flinging his arm, kicking his leg, snapping his fingers, and so on.

The last patient to enter is a pregnant lady. Smith notices her as she comes in, and with horror on his face, he screams and runs out of the doctor's office.

FAMILY FOLLIES

A great skit idea is to (secretly) have members of your youth group research the family life of a family in your church. Then, prepare a skit called, "A Day in the Life of the (Joneses)." Someone plays the father, mother, brothers and sister, and it begins with everybody waking up and going through a typical day (maybe Sunday). Because the skit is about people that everybody knows, it will get a lot of laughs an ordinary skit might not get. Try putting it on for the whole church at a social.

Skits

AUNT BESSIE WENT TO MARKET

This crazy skit requires four or five kids who can really ham it up good. The leader brings these participants up to the front of the room and they stand in a single line, facing the audience (shoulder to shoulder).

The leader explains the "game" to the group. The leader begins by announcing to the person standing next to him (person #1) that "Aunt Bessie went to market." At this point, person #1 is to reply "Oh, really? What did she buy?" The leader responds by saying "A rocking chair." When he says "rocking chair," he begins "rocking" back and forth as if lie were in a rocking chair, and he continues doing this throughout the game.

Person #1 then turns to the person on the other side of him (person #2) and says "Aunt Bessie went to market," and the whole scenario repeats itself. Now there are two people "rocking." Person #2 repeats the same sequence with person #3, and so on, to the end of the line. When everyone is finished, all of the participants, including the leader, are "rocking" back and forth.

Now the leader says again to person #1 "Aunt Bessie went to market," and again, person #1 asks "Oh, really, what did she buy?" This time he says "A bicycle," pedaling his feet while still continuing to "rock" back and forth. Person #1 repeats this with person #2, and so on down the line. Now everyone is rocking back and forth, and pedaling their feet. It is starting to really look ridiculous.

The leader starts the whole timing all over again, adding things like "A pogo stick," "A cuckoo clock," and other items-each time adding the appropriate motions or sounds. It is hilarious to watch all the participants trying to keep all these things going all at once. They begin to dread asking the question "Oh, really, what did she buy?"

The leader's final response to the question can be -"Nothing. She died," upon which everything stops.

BELLY-WHISTLE

Announce that you have invited a great new talent to your meeting, Mr. Tummy Tootwhistle, to perform a musical number. Mr. Tootwhistle comes out wearing a giant hat that covers his head, arms, and shoulders, and he has a shirt and bow tie at his waist, with fake arms hanging from his hips. Painted on the guy's bare stomach is a face, with the mouth being his navel, giving the appearance that the mouth is in a "puckered" or whistling position. The guy then whistles a tune, making his stomach go in and out, which looks like puffing cheeks. A tape recording of the whistling can be used if the guy can't whistle very well. This is hysterical to watch and provides a lot of laughs in a meeting.

A TRAGEDY

First member of the group comes on stage weeping loudly into a handkerchief, which conceals a wet sponge that can be wrung out from time to time. One by one, others enter, all similarly equipped with handkerchiefs and sponges. Each asks what is the matter and each receives a whispered answer and then bursts into tears. When the last person enters and makes his inquiry, the others answer in unison, tearfully, "We're supposed to have a skit, but we don't have one." All Cubs leave stage still crying VERY LOUDLY into their handkerchiefs.

Skits

THE CANDY STORE

Four guys enter the "candy store," which is run by an old man (bent over, shaky voice, beard and cane). First guy asks for a dime's worth of jellybeans. Old man notices that the jellybeans are on the top shelf and tries to talk him out of it, but the guy insists. So the old man gets a ladder and with much pain climbs to the top, gets the jelly beans and comes down the ladder. He puts the ladder away. The second guy does the same thing and asks for a dime's worth of jellybeans. Again the old man goes through the same bit, and gets him the jellybeans. After he does, the third guy also asks for a dime's worth of jellybeans and the very annoyed and tired old man climbs up his ladder again getting the jellybeans. This time while he is up there, he asks the last guy, "I suppose you want a dime's worth of jellybeans too?" The last guy says "No." The old man comes down and puts the ladder away again. "Now, what do you want?" he asks. The guy answers, "I want a nickel's worth of jellybeans." The old man chases him out of the store with his cane, shouting.

A DAY IN THE DESERT

Place a glass of water in the middle of the floor, with a sign that says "Oasis." Three guys crawl in, crying out "Water, water, we've got to have some water!" Two of the guys die before making it to the water, but the third finally reaches the glass. He picks up the glass of water, pulls out his comb, dips it in the water, and walks away happily combing his hair.

THE HOME RUN PANTOMIME

For a short skit, have a den pantomime a home run. one will be pitcher—one catcher—one batter all assuming proper positions in front of the audience and the rest of the den will be spectators along the sidelines. Sound effects can be done with tongue for the sound of the ball hitting the catcher's glove and the bat hitting the ball. Spectators jump up and down waving arms, etc. There can be two strikes with a lot of pantomime in watching for signals from catcher, grinding foot, into pitcher's mound, etc. Batter goes through his readiness actions. When the home run is hit, spectators go wild and beat each other on head, etc., and pitcher throws hat down and everybody runs off scene, after which the sound of broken glass could be heard, if desired, to end it with humor. (To make the sound of broken glass, someone off to side rattles box of broken glass pieces.)

INVISIBLE PINS

Scene: Drugstore with a clerk, woman customer.

WOMAN: I'd like two packages of invisible hairpins, please.
CLERK: Certainly, ma'am. I'll wrap the boxes for you.
WOMAN: No, I, want you to tell me truthfully. Are they really invisible?
CLERK: Well, I'll tell you, ma'am, just how invisible they are. I've sold 14 boxes this afternoon, and we've been out of them for weeks.

Skits

PANTOMIME

Pantomime is the expression of a thought, emotion or action without words. In advance forms, words may be supplied by a narrator, chorus, or other means, but the actors never speak. Encourage the group to think about how any thought or feeling action can be shown without words. Try the following:

THIS IS HOW I FEEL

Everyone sits quietly & thinks about how he'd feel - then get up & show how he'd walk -

- if he had to go into a room where a baby was sleeping.
- if he's done something he was ashamed of doing.
- if he were on skis.
- if it's very hot.
- if he's scared.
- if he had a nail in his shoe.
- if it's very cold.
- if he's pleased.

THIS IS WHAT I DO

Vocations - baker, policeman, doctor, lawyer, dentist, plumber, barber.
Suppressed Desires - actor, ball player, boxer, swimmer, singer, dancer.

HOW WOULD YOU LIFT?

- a very young lady
- something very fragile
- something very hot
- something big & bulky
- something heavy
- something cold

THE FIVE SENSES

- | | | | |
|----------|--|---------|--|
| HEARING | <ul style="list-style-type: none">• a sudden thunder storm• a far away bell• whisper• dance music | TASTING | <ul style="list-style-type: none">• food to see if it's properly seasoned• hot soup• bitter medicine |
| SEEING | <ul style="list-style-type: none">• an old friends approach• an auto crash• a house on fire• a Christmas tree | FEELING | <ul style="list-style-type: none">• fresh paint• sandpaper• waves on the beach• warmth from the stove |
| SMELLING | <ul style="list-style-type: none">• a burning dinner• smoke from an unknown source | | <ul style="list-style-type: none">• a skunk• a Thanksgiving aroma |

HOW WOULD YOU LOOK?

- if you saw a ferocious loin?
- if someone give you a beautiful ring?
- if you lost that
- if you smelled something bad?
- if you saw someone kick a dog?
- if your report card thas all "A's"?
- if someone pinched you?
- if you found it?
- if you slipped on ice?

Skits

THE FREEDOM TRAIN

This skit can be used as an opening ceremony, or just as a skit, for a pack meeting. Each den is assigned a part of the train to build from large cardboard boxes. The cars are cut out & painted, & large enough for the boys to stand behind. If one den wanted to do it alone, pictures of cars could be drawn & held by individual boys.

When the skit is painted, each den (or boy) brings their car on stage, in the proper order while the narrator reads the description.

- ENGINE:** This is the engine that represents our Government, that keeps us on the right track.
- COAL CAR:** This is the coal car, that represents the people, who supply the energy to run our Government.
- GONDOLA CAR:** This is the gondola car, that represents the open minds of the people who supply the energy to run our Government.
- TANK CAR:** This is the tank car, that represents the energy to produce the ideas in the open minds of the people who supply the energy to run the Government.
- BOX CAR:** This is the box car, that carries the food from our farmers, that helps produce the energy to supply the ideas in the open minds of the people that run our government.
- CABOOSE:** Last but not least, this is the caboose, that represents Scouting, which trains the boys with fantastic energy, who eat the food from our farmers & grow to be men who produce the energy, to supply the ideas in the open minds of the people that run our Government.

This train is unique, in that it runs on Freedom, the freedom that has made this country the strong nation that it is today.

(After the skit is presented, the train can be left on stage as a background-for the rest of the pack meeting.)

(The engine could have a small American flag posted in a proper place & the caboose could bear the Scout Emblem. The other cars can be decorated with: The Bobcat: The Wolf : The Bear: The Webelos emblem or something that makes them that. Off to the side you can have the Tiger car & the Arrow of Light car too.

Mr. Wind and Mr. Sun

- Mr. Wind:** I am stronger than you are, Mr. Sun
I can make the leaves move on a tree.
Can you do that?
- Mr. Sun:** No, I cannot do that, Mr. Wind
But I can make the plants come up in a garden
Can you do that?

Skits

Mr. Wind: No. I cannot do that.
But I can make the kites go up in the sky.

Mr. Sun: I know how we can find out who is stronger.
Do you see that man walking down the road.

Mr. Wind: Yes, I see him.

Mr. Sun: The man has on a coat.
Each of us will try to make the man take off his coat.
If I can make him do it, I am stronger than you are.
You try first, Mr. Wind.

Mr. Wind: You will see, Mr. Sun.
I know I can make the man take off his coat.

(Mr. Wind blows and blows.)

Mr. Sun: You are not strong, Mr. Wind.
You did not make the man take off his coat.

Mr. Wind: Now you try, Mr. Sun.
We will see if you can make the man take off his coat.

Mr. Sun: I will try, Mr. Wind.

(Mr. Sun shines and shines)

Mr. Wind: You are strong, Mr. Sun.
You made the man take off his coat.
You did something that I could not do.
You are stronger than I am, Mr. Sun.

Skits

THE BUS TRIP

Scene: Players sit on chairs arranged as bus seats. One Cub is driver who sits in front & turns an imaginary steering wheel.

1. The driver announces they are about to take a sightseeing trip. The players ad-lib eager remarks, such as 'sounds like fun', etc.
2. The trip starts. The players peer out of the imaginary windows & remark, one at a time, about the interesting scenery.
3. The driver calls, "Hang on, we're going up a steep hill." The players lean back. When the driver announces that they are going downhill, the players lean forward.
4. The driver says that they are passing the Grand Canyon of Arizona, then a few seconds later that they are now crossing the Hudson River in New York. Someone says, "I don't even remember crossing the Mississippi." The driver boasts, "Fast trip!"
5. The passengers grow quiet, & finally drop their heads in sleep. As the driver calls, "Lunch time", they all jerk upright & scramble off the bus.
6. After eating a few moments, the driver suggests that they look around. As they do so, someone calls out, "Look ... an African lion! But how could we be in Africa?" The driver looks at an imaginary map, shrugs & remarks: "Wrong road."
7. As they resume trip, driver calls "Hang on! Bumpy road ahead." The passengers bounce up & down.
8. Driver announces they are passing through the desert. Player's wipe-brows & loosen collars. When driver announces they are in the mountains, passengers huddle & button up collars.

Skits

ECHO VALLEY

Characters: 2 Scouts, 3 - 5 boys for echoes

Scene: Echoes are in the back of the room, and answer 1-2-3 in turn. the two Scouts are sitting on a hill in the mountains.

Scout #1: Do you know what the valley is called, <Scout #2's name>?

Scout #2: No. I've never been here before.

Scout #1: This is Echo Valley. Listen--
(Cups hands around mouth and hollers)
HELLO-O-O!!
(Echoes 1-2-3 answer "Hello" in turn)
Now you try it.

Scout #2: What should I say?

Scout #1: Anything you want. Like what's your favorite sandwich?

Scout #2: Okay. (hollers) BALONEY-Y-Y!
(Echoes 1-2-3 answer "Baloney" in turn)

Scout #1: See? I told you. Let's try again.

Scout #2: (Hollers) Mr. <Cubmaster's name> is a nice guy.
(Echoes, Scouts 1-2-3- answer in turn "Baloney")

Skits

DEHYDRATED WATER

- Props: One large can with lid and a stack of computer paper all connected.
- CUB # 1: Hey, look at this.
- CUB #2: What do you have?
- CUB #3: What is it called?
- CUB #1: It's called DEHYDRATED WATER. It's a brand new item
- CUB #4: What does it do?
- CUB #2: (picks up instruction booklet) It says here that it can cure world drought.
- CUB #5: (looking over shoulder of Cub 2) And it's ideal for backpacking and hikes.
- CUB #5: (Reading the instructions) This is going to get complicated!
- CUB #5: Yes, look at those legal disclaimers.
- CUB #6: Let me, step one says open can careful so as not to spill the contents.
- CUB #7: (taking booklet) Step two says empty entire contents into large pot or bowl.
(Cubs 1,2,3. act out instructions)
- CUB #8: (reading booklet) HOLD IT! Step 3 says JUST ADD WATER.
- ALL: (look disgusted and walk off

Skits

THE INVENTOR

Characters: Three or four boys. (more can be added)

Setting: First boy is sitting on a chair (bed). Toys are scattered around the room. He is deep in thought. Several of his friends have come-to see him.

(Friends enter.)

All < _____>! What are-you doing?

Boy #1: Just thinking.

Boy #2: Thinking about what?

Boy #1: My invention.

Boy #3: Are you inventing something?

Boy #1: Sure! I want to be famous like Alexander Graham Bell or Thomas Edison.

Boy #4: What are you going to make? Maybe we can help.

Boy #1: Really? Do you all want to help?

All: Sure!

Boy #1: O.K. (getting up). First of all, I need a big box. There's one in my closet.

(one of the boys goes off-stage to get box)

Then I need two toy airplanes.

(another boy picks it up. continuing until all toys are picked up off floor)

Last I need some rags. We can use my clothes for that.

(they all pick up clothes)

Now, put everything in the box.

(looks around room)

Well, that just about takes care of it.

Boy #4: Takes care of what?

Boy #1: My invention. I just invented a way to get my room cleaned before my mom gets home!

Skits

THE SECRET WEATHER FORECASTER

This skit does not require elaborate costuming. The boy that plays the forecaster can wear a white lab coat, or a large name-tag that says "Weather Forecaster." The other scouts can wear their uniforms. The props should include a cardboard "Super Forecasting Computer" and perhaps other props as suggested by the script. A table with a sign that says "secret weather Forecaster" should be separate from the other props and on it will be a box or cloth that covers a rock tied to a string.

Forecaster: Welcome Scouts to our National Weather Forecasting Laboratory. My name is Mr. Weather and I'm here to show you all of our sophisticated equipment.

Scout #1: Gee, this looks real fancy.

Scout #2: I bet you have to be a genius to work all that equipment.

Scout #3: What does all this stuff do?

Forecaster: I'm glad you asked...this is our "Super Forecasting Computer". We receive millions of reports each day about the weather all over the world. We have hundreds of weather watchers that scan the skies and send us information on the weather.

Scout #1: That must take a lot of time.

Forecaster: Yes, but we don't stop there ... we monitor the weather with satellites too. Each satellite sends us millions and millions of bits of information about the temperature, cloud formations precipitation.

Scout #3: And you feed all that into the computer?

Forecaster: Right ... and then we formulate an accurate and descriptive forecast for the entire world from this office.

Scout #2: Does that include our little town?

Forecaster: No, no ... we use a much more accurate system for our town ... it's our secret forecaster.

Scout #1: Show us, show us we won't tell.

Scout #2: We're good scouts so we'll keep your secret.

Forecaster: Okay, okay ... (removes rock and string from table) this is how we tell the weather. What is and what will be ... we stand outside and hold this rock out from our body at exactly 29.2 degrees magnetic. Then we count to one hundred and look at the rock. If it is moving back and forth, we know it is windy and that a weather change is on the way. If it hangs straight down and drips water, we know that it is raining. If it casts a shadow, we know that it is sunny. If it's white on top, we know it is snowing. If it hangs straight out to the side, we know we are having a terrible windstorm. And if it hangs straight down and does not cast a shadow at all we know that it is night and we have worked overtime.

Scout #3: Wow now we know the inside story.

Skits

SPELLING BEE

Characters: One person or Cub Scout for the Narrator and seven Cub Scouts. You can increase the number of contestants or decrease the number depending on how many boys you have to, work with.

Narrator: "Tonight, we are having our annual Spelling Bee. Our contestants tonight are all weather forecasters, so the words they will be asked to spell are directly connected to their jobs, just to make it easier for them. Alright, let's begin. Forecaster number one. please spell "Clouds".

One: "Clouds, K-L-O-U-D-S, Clouds."

Narrator: "I'm sorry, that's incorrect'. I OK, contestant-,numbL6r two, please spell lightening.

Two: "Lightening. L-l-'i-E-N-E-N-G, Lightening."

Narrator: "I'm afraid that's also incorrect. Let's go on to our third contestant. Please spell temperature."

Three: "Temperature, T-E-M-P-R-A-T-O-U-R, Temperature.

Narrator: "That's wrong too. I hope our fourth forecaster does better. Number four, please spell tornado."

Four: "Tornado, T-O-R-E-N-A-D-O-E, Tornado."

Narrator: "I can't believe we have another incorrect spelling. Number five, please get us out of this rut. Would you please spell hurricane?"

Five: "Hurricane, H-E-R-R-Y-K-A-N-E, Hurricane."

Narrator: "Not again. OK number six, I'll give you -a real-easy one.Ⓢ Please spell snow."

Six: "Snow, S-N-O-E, Snow."

Narrator: "This is awful. Number seven, you're the last contestant. It's up to you to win this spelling bee. And, it's an easy word. Please spell rain."

Seven: "Rain, R-A-Y-N-E, Rain."

Narrator: "Ladies and gentlemen, none of these forecasters were able to spell a word correctly. I apologize for their poor performance. In fact, I believe this is the worst spell of weather I've ever seen!"

(ALL RUN OFFSTAGE.)

Skits

CHAMPION SPITTER

PERSONNEL: 4 Cub Scouts

EQUIPMENT: Can, nail and outlandish costume for spitter

NARRATOR: Ladies and gentlemen, our guest tonight is a champion spitter and has a variety of spits to demonstrate, so let's welcome the champ.

SPITTER: Thank you very much.

NARRATOR: Welcome and we're glad you're here. Could you tell us how you became a champion spitter?

SPITTER: WELL, it's like this ... I was laid up in the hospital with two broken arms and a 'squita kept biting my toe. Couldn't swat him. Got so bad I coulda spit. So I did. Killed him daid!

NARRATOR: So you developed other spits and became famous.

SPITTER: Yep, that's right.

NARRATOR: What spit would you like to show us first?

SPITTER: I guess a slow one, just to kinda warm up.

NARRATOR Okay, I'll step out of the way and our catcher will be ready.

(Narrator moves to center stage and steps back a few feet Spitter and catchers move to opposite ends of stage. Spitter "winds up" and swinging, rotating movement and blows "spit" ' Narrator watches "spit" leave and follows it across the stage and catcher "catches" the spit by tapping the bottom of the can with a concealed nail. Narrator continues to watch the following types of "spit")

Fast-spit

(Straight Line)

Zig-zag spit

(Up and Down)

Square spit

(Square Wave)

Loop-de-loop spit

(What he said

Backward spit

(for this spitter turns around and spits over his head)

NARRATOR: Now, that's really amazing! But now you're going to do a special spit that won the championship. No one else is able to do it ... the sidewinder.

(Spitter really winds up for this one and blows "spit" out of side of mouth. Narrator slowly follows the "spit" in wandering motions out over the audience. The plant in the audience jumps and screams that the spit landed on him and in anger, chases the spitter off stage.)

**Audience
Participation**

Skits

SPONTANEOUS MELODRAMAS

The following four skits are all done the same way. Characters are chosen from the audience and are asked to simply carry out the actions that are called for in the script. It's best to provide appropriately silly costumes for each player.

AS THE STOMACH TURNS

Characters:

Narrator

Lucille Lovelorn (best played by a guy)

Franklin

Lucille gets up, straightens her hair and skirt, and jerks open the door.

Franklin enters the room quickly and says, "Lucille, have you been crying?"

"What's it to you, Batface?" pouts Lucille.

Then she slaps him painfully across the face.

Franklin slams the door as viciously as Lucille had slapped him.

"I'm sorry," cries Lucille.

Then she begins to weep upon his shoulder.

"Philip left me," she sobs as she points to the telephone.

"Tommyrot," says Franklin as he steps back quickly. "He does love you," he says.

"He sent me with this for you," he says.

Lucille gives a shriek of joy as she takes the ring from Franklin's hand.

Then she gives Franklin a big hug.

Lucille leaps to Philip's picture and spins it around to face her.

"I love you too, darling," she coos.

Then she kisses his picture even more passionately than before.

Lucille begins dancing around the room with Franklin.

Suddenly, the telephone rings again.

Lucille hops to the phone and jerks up the receiver.

"Hello, hello, hello," she sings happily.

"Oh, Philip, it's you," she sighs.

But then a frown clouds her face.

He has found someone else; they are through.

She slams down the receiver and angrily throws the ring to the floor.

Then she whirls and slaps Franklin.

"You are a liar," she screams.

Then she jumps to Philip's picture.

"You are a worthless animal," she shrieks.

Then she slaps his picture mercilessly.

Then she wrenches the picture from the wall and throws it to the floor.

Franklin drops to one knee and clasps his hands.

"But I love you, my flower," he sings. "And I have something more valuable than a ring for you, my pet."

Then Franklin pulls a check from his pocket for the amount of < _____ >

Here is the supreme gift. He wants to pay her way to < _____ >

Lucille squeals with delight.

"What a lovely thought, darling," she sighs.

They embrace happily.

Then they walk over Philip's picture and out the door to their new life ahead.

Skits

BEAUTIFUL BESSIE

For this skit, either divide your group into ten small groups or have ten individuals come to the front and make the sound effects described below. The narrator reads the script, and whenever he gets to one of the names listed below, the person or group assigned that name yells out the proper sound effect.

Characters:

Rattlesnakes: Hiss rattle-rattle, hiss rattle-rattle

Cowboy: Yippee

Bessie: Screams

Love: Loud kissing sound

Bandits: Grr-r-r-r-r

Horses: Stamp feet

Cattle: moo-o-o-o-o

Guns: Bang, bang

Wolves: Yow-o-o-o-o

Villain: (gruffly) Hah-h-h-h-h-h-h-E-Hah-h-h-h-Hah-h-h-h-h-h

At the end of the story, when reader says, "Ride 'em, **Cowboy!**" all jump to their feet and yell their part in mass.

The Story:

There once was a handsome **Cowboy** named Bill Jones, who lived far, far out West on a great ranch. He spent most of his days riding the range on a fine black **horse** named Napoleon, and following his herds of bawling white-faced **cattle**.

On an adjoining ranch lived beautiful **Bessie** Brown with her aged parents. All the **Cowboys** **Loved Bessie** but especially did the heart of the handsome Bill go pitter-patter when he looked into her eyes which were limpid pools of darkness. The bold **bandit** Two **Gun** Sam also did feign to win the heart of beautiful **Bessie** but she spurned his **love**. One day **Bessie's** father and mother received a letter asking them to come to town at once, because the ruthless **villain** was about to foreclose on the mortgage to their ranch. Mr. Brown hitched up their **horses** they put their **guns** in the wagon, Mrs. Brown placed her **rattlesnake** charm in her purse, and they drove away to town.

"Ah-Hah," cried the bold **bandit** Two **Gun** Sam, when they were out of sight; for he had forged the letter. "Now, I shall have the **love** of the Beautiful **Bessie**". So he rode his **horse** up to the house and shot both of his **guns**. Beautiful **Bessie** ran out of the house to see if someone had killed a **wolf** or a **rattlesnake**. When the girl saw Two **Gun** Sam, she started to run for her **horse**. But the bold **bandit** grabbed her by the wrist. "Ah, proud beauty," said he. "You shall be my wife, and someday I shall own all of your father's **cattle**."

"Never," said **Bessie**. "I do not **love** you." "Then perhaps, you would rather be taken to a den of **rattlesnakes** or eaten by the **wolves** or trampled by the **cattle**!" "Yes! Yes! Anything rather than let you steal my **love** and take my father's **cattle**. Unhand me, you **villain**!" "Very well, proud beauty, to the **rattlesnakes** we go." And he put her on a **horse** and sped away.

Gun shots rang out, and two bullets went through the top of the bold **bandit's** sombrero. "Stop, **villain!** **Rattlesnake!** **Wolf!** It was the handsome **Cowboy** Bill Jones.

When Two **Gun** Sam saw the **Cowboy**, he muttered to himself, "Curses, foiled again!" He dropped beautiful **Bessie** from his **horse** threw his **gun** away and started for the hills where the **wolves**, the **rattlesnakes**, and **cattle**, roam, for he knew he would never win the **love** of **Bessie** nor get her father's **cattle**.

The handsome **Cowboy** looked into the eyes of the beautiful **Bessie**, which were still limpid pools of darkness, and they both forgot about the **wolves** and the **rattlesnakes** and the **villain** who wanted Mr. Brown's **cattle**.

Skits

DUDLEY DO-RIGHT

Characters:

The hero, Dudley Do-Right

The heroine, Prudence Pureheart

The villain, Dirty Dan

Grandmother

The dog (a boy who gets down on all fours)

The cat (a girl who does the same)

The chair (a boy on his hands and knees)

The table (two boys, side by side on their hands and knees)

As our story opens, we find ourselves in a densely wooded forest where lovely Prudence Pureheart is picking wild blackberries while whistling a merry tune.

(Pause while Prudence whistles and picks.)

Unbeknownst to her, the village villain, Dirty Dan, is creeping up behind her.

He grabs her and tries to steal a kiss!

She screams loud and long.

The villain covers her mouth with his hand as she screams.

She slaps the villain in the face.

He picks her up over his shoulder and carries her. She screams and beats him.

He marches around in a circle three times, then heads for home to steal her Grandmother's money.

They exit.

Meanwhile, back at the ranch ...

Prudence's grandmother is sitting on a chair stirring some cake batter on the table.

The cat is sleeping underneath the table.

The old dog, Shep, enters the house and barks at the cat.

The cat jumps into Grandma's lap.

Grandmother slaps the cat and says, "Get down, you dirty creature."

The cat umps down and runs outside.

The dog comes over and licks Grandma's hand.

He keeps licking her hand all the way up to the elbow.

Grandma kicks the dog.

The do- goes and lies in the corner.

Just then, the villain enters the room with Prudence on his shoulder.

Grandmother screams.

The villain says, "I am taking Prudence and your money."

The dog rushes over and bites the villain on the leg.

The villain kicks the do- and lets Prudence down.

Prudence faints onto the floor.

The dog barks at the villain, then goes over and starts licking Prudence's face to revive her.

He licks her face for fifteen seconds while she remains perfectly still.

Just then, our hero, Dudley Do-Right, enters and shouts. "Forsooth and anon!"

Prudence stands up and screams, "Oh, my darling Dudley!"

Dudley and Prudence embrace.

Dudley says, "I love you, my precious."

Prudence says, "I love you, my little lotus blossom."

Suddenly, the villain picks up the chair and throws it at Dudley.

It knocks Dudley to the floor.

Prudence faints and falls onto the table.

Grandmother tries to revive her by slapping her hand, while sobbing, "My child, my child."

This goes on and on ...

Skits

The cat reenters the house, jumps on the chair, and runs underneath the table.
Dudley jumps up and begins flexing his muscles.
The villain begins to tremble and shake and his knees knock together. This goes on and on.
The dog starts barking and the cat starts meowing and this goes on and on.
Dudley decides to warm up for the fight so he does a few exercises, starting out with ten jumping jacks. Then he runs in place for fifteen seconds.
All this time Grandmother is sobbing and slapping, the villain is trembling, the dog is barking, and the cat is meowing.
Then Dudley does fifteen pushups.
On the fifteenth pushup, the villain seizes his opportunity and hits Dudley on the head.
Dudley falls to the floor, unconscious.
Just then the cat scratches the dog's nose.
The dog and cat have a fight right on top of Dudley for ten seconds.
Then the dog chases the cat outside.
Just then the table collapses under Prudence's weight and falls to the ground ... table, Prudence, Grandmother, and all.
Prudence remains unconscious.
Granny shouts, "You nasty villain!" and starts hitting him in the stomach.
The villain doubles over.
Granny then goes around and kicks him in the seat.
The villain straightens up.
She hits him in the stomach over and over.
The villain again bends over.
She gives him a rabbit punch on the back of the neck.
He collapses unconscious to the floor.
Granny looks around at the three unconscious bodies.
She then straightens her shawl around her head and goes out the door for a night oil the to%vn, saying, "All's well that ends well!"

Skits

WILD WEST SHOW

This can be done one of two ways: either select seven kids to come to the front and each take one of the parts below, or have the entire group get into seven smaller groups, with each group taking one of the parts. Each part requires no acting, only sound effects. The person (or group) assigned to each part simply makes the appropriate sound effect each time their part's name comes up in the story, which is read by a narrator. -The parts and corresponding sound effects are:

Cowboys:	"Whoopie!"
Indians:	an Indian yell with war dance
Women:	scream
Horses:	clippety-clop with hands and feet
Stagecoach:	"Rumble, rumble," make circular motions with arms, like wheels
Rifles:	"Bang, bang!"
Bows and arrows:	"Zip, zip," do the motions with hands

The characters (or the groups) should try to overdo their parts and outdo each other. Every time one of the parts comes up in the story, the narrator should pause and allow time for the sound effect or motion. Give the winner (the person or group who does the best job) a prize.

The Story:

It was in the days of **stagecoaches** and **cowboys** and **Indians**. Alkali Ike, Dippy Dick, and Pony Pete were three courageous **cowboys**. When the **stagecoach** left for Rainbow's End they were aboard, as were also two **women**, Salty Sal and a doll-faced blonde. The **stagecoach** was drawn by three handsome **horses** and it left Dead End exactly on time.

The most dangerous part of the journey was the pass known as Gory Gulch. As the **stagecoach** neared this spot, the **women** were a bit nervous and the **cowboys** were alert, fingering their **rifles** as if to be ready for any emergency. Even the **horses** seemed to sense the danger.

Sure enough, just as the **stagecoach** entered the Gulch, there sounded the bloodcurdling war cry of the **Indians**. Mounted on **horses**, they rode wildly toward the **stagecoach** aiming their **bows and arrows**. The **cowboys** took aim with their **rifles** and fired. The **women** screamed. The **horses** pranced nervously. The **Indians** shot their **bows and arrows**. The **cowboys** aimed their **rifles** again, this time shooting with more deadly effect. The leading brave fell and the **Indians** turned their **horses** and fled, leaving their **bows and arrows** behind. The **women** fainted. The **cowboys** shot one more volley from their **rifles** just for luck. The driver urged on the **horses** and the **stagecoach** sped down the trail.

Skits

THE SEAGULL AND THE SURFER

Here is a great spontaneous skit that demands no props and no preparation. The "characters" can be chosen on the spot. Their instructions are simple. As the narrator reads the story slowly, each "character" is to act out what is being described. For example: "The waves rise in great swells" (the people who are "waves" begin to rise, then crouch, repeatedly). Be sure the narrator gives the "actors" enough time to do what is being described.

Characters:

Seagulls (any number)

Shore (any number)

Sun

Surfer

Waves (any number)

The Script: (read by the narrator)

It is a bright and beautiful morning at the beach. The **sun** is slowly rising, and the **seagulls** are waking up after a long night's rest; the **waves** are calm and serene and the **shore** is smooth and damp.

The ocean world now seems to come alive as the **seagulls** chatter to each other and fly off on their morning search for food. As the **seagulls** fly over the **shore** and **waves**, they begin to get playful. They soar higher and higher, then drop suddenly, skimming the **waves** with their outstretched wings. They fly up, then up and down again, in circles, in zigzags, backwards, then forwards. The **seagulls** are chattering noisily, screaming as loud as they can. Suddenly, the playfulness ends and the **seagulls** return slowly to their nests to rest.

The **waves** are beginning to rise in great swells. They rise higher and higher reaching farther and farther until at the last second they come crashing down on each other and roll onto the **shore**.

A **surfer** arrives at the beach, walking on the **shore**. Excited at the prospect of the big **waves** that are continuing to break on the **shore**, the **surfer** begins to jump up and down. He sits on the **shore** and gazes at the breaking **waves**.

The **surfer** now decides to take his board out into the water. He paddles out, using fast, long strokes. He paddles faster and faster with longer and harder strokes until he reaches a point beyond the **waves**. Now, riding his board, he dodges skillfully in and out among the **waves** with precision timing. Poised and graceful, he "hangs ten" on his surfboard. Suddenly, a **wave** grabs him and sends him crashing into the **shore**.

The surfer, now tired and beaten, gathers up his surfboard and slowly stumbles away from the **shore** and heads for home.

The day is coming to an end as the **sun** slowly sets. The **seagulls** make their last flight for the day flying over the **shore** and **waves** and once again return to their nests for a cozy night's sleep, tucking their wings under their bodies and lowering their heads.

As we take one last look at the beautiful ocean scene before the **sun** sets, we can see the restful **seagulls**, and the **waves** beating on the **shore**.

Skits

THANKSGIVING DINNER ON THE GRANDPARENTS FARM

Mrs. Davis: "My goodness, no, thank you"
Mr. Davis: Rub stomach & say: "No thanks, I'm stuffed"
Danny: "Yes ma'am, please"

The Davis family had gone to the country to have Thanksgiving dinner at the Grandparents farm. This had become a family tradition that everyone looked forward to. Grandma & Grandpa had a large garden where they raised all sorts of vegetables. They also raised cows, pigs, goats, sheep, chickens, & turkeys. When Thanksgiving time came, they picked the fattest turkey to be roasted for dinner.

This particular day, the Davis' sat down at the table with Grandma & Grandpa. The table was covered with all kinds of good food. There was a big brown roasted turkey right in the middle, with dressing, mashed potatoes & gravy, sweet potatoes, green beans, cranberry sauce, green peas, corn, hot biscuits with honey ... & in the kitchen were two kinds of pie.

After thanking God for their blessings, everyone filled their plates & began to eat. Grandma said: "Would you like some more turkey, **Danny**?" He had a big appetite for a 9yr old boy. Grandpa offered to pass the corn to **Mrs. Davis**. There was still a lot of food on the table, but everyone was getting full-that is, almost everyone. "Would you like some potatoes & gravy, **Danny**?" I don't see how that boy can eat so much" said his mother. "It's a wonder that he doesn't get fat" said his grandmother. "He runs around so much, he needs all that food for energy" said his father.

Finally it was time for dessert. Grandma brought the two kinds of pie from the kitchen & cut them into wedges. She gave a big piece of pumpkin pie to **Mrs. Davis**. She gave a small piece of mince pie to **Mr. Davis**. She gave a piece of each kind to **Danny**, who ate them both very quickly.

When the Davis family got ready to go back home to the city, Grandma said: "We have a lot of pie left over. Why don't you take some home she said to **Mrs. Davis**?" But when she said "Would you like to take home some pie, **Danny**", he wrapped several pieces of pie & put them in the car.

That night, at home, his mother said: "Do you want a piece of pie before you go to bed **Danny**?" He ate a large piece of pumpkin pie, & then went to bed. During the night his mother heard moaning & groaning coming from his room. She went in to see what was the matter. At first she thought he might be having nightmares, but then he awakened, rubbing his stomach. "I'll bet you ate too much today" she said. "Would you like some Alka Seltzer, **Danny**?"

Skits

THE MODERN OLD FASHIONED SANTA

In this type of audience participation, the leader instructs the group to repeat each line after him as he sings or chants this Read with expression & force which will stimulate the same responses. If singing, -the tune is Bill Grogan's Goat.

THERE IS A SANTA WE ALL KNOW
WHO BRIGHTENS UP OUR CHRISTMAS SO.

HE- SPENDS ALL YEAR MAKING LOTS OF TOYS
TO DELIVER HERE TO GIRLS & BOYS.

IN DAYS OF OLD HE WAS IN STYLE
IN BRIGHT RED SUIT & BREADED SMILE.

NOW DON' T YOU SEE HE STILL FITS IN
WITH TODAY'S BRIGHT COLORS & BREADED GRIN

& THE BIG WIDE BELT WHICH SANTA WORE
IS RIGHT IN STYLE IN TODAY'S STORE.

& THE LONG HAIR STYLE WHICH SANTA HAD
IS WORN TODAY BY SON & DAD.

SO AN OLD FASHIONED CHRISTMAS IS IN STYLE TODAY
FOR STYLES YOU SEE GO AROUND & AROUND THAT WAY.

AND THE SPIRIT OF CHRISTMAS WILL ALWAYS BE PART
OF OUR WAY OF LIVING.

SO OUT OF DATE SANTA WILL NEVER BE
AS HE SHOWS US ALL HOW CHRISTMAS SHOULD BE.

OLD FASHIONED & MODERN OUR SANTA SHALL BE
FOR THE IMPORTANT THINGS WHAT HE STANDS FOR YOU SEE.

SO JUST REMEMBER FROM THE VERY START
THAT THE SPIRIT OF CHRISTMAS BEGINS IN THE HEART!

Skits

TAKING A STRETCH WITSANTA CLAUS

In the following stretcher type audience participation stunt, the leader reads the verse as the audience acts accordingly with help of leader up front.

SAWA CLAUS STOOD UP STRETCHING HIS ARMS OUT WIDE,
FIRST HE LOOKED TO HIS LEFT & THEN TO HIS RIGHT SIDE.
HE THEN BENT DOWN & WIPED OFF HIS BOOTS SO SHINY
HE THEN TURNED AROUND TO SEE HIS BEHINNY.
BUT HE COULDN'T SEE IT ALAS & ALACK,
SO HE THEN TURNED RIGHT BACK.
THEN FEELING RELAXED HE STCMPED HIS FEET,
& THEN SAT DOWN AGAIN IN HIS SEAT.

THE MEANING OF OLD FASHIONED CHRISTMAS

Characters:

Old Fashion Christmas:

"Peace On Earth"

Toys:

"Buzz, Blink, Whirr"

Gifts:

"From the Heart"

What is an **Old Fashion Christmas** a boy said to his Parents One day? They though for a while before they would venture to say. After thinking it through & pondering awhile, they tried to portray to him the **Old Fashion Christmas** style. You see the Holiday season we all know of today, often seems a far cry from what this season should portray. People crowd in the stores buying many **Gifts & Toys**, in far too large a quantity for all the girls & the boys. In the **Old Fashion Christmas** things were different you see, far fewer **Gifts**, then there seemed to be. So they were all given with love beyond measure, making the giving a wonderful treasure. In the **Old Fashion Christmas** the best **Gifts** of all, were those of goodwill or perhaps a token so small. **Toys** were not given in excess by the score, but many **Gifts** is as immaterial as can be. The **Old Fashion Christmas** let's all now start, by remembering, my friend, it begins in each heart! Through the giving of kindness & goodwill to all mankind, an **Old Fashion Christmas** we certainly can find. The **Gift** with a meaning in this season can play a part, with an **Old Fashion Christmas**, **BEGUN IN THE HEART!**

Skits

ABE, THE LEFT-FOOTED MULE

Characters:

Mr. Mullins: "Whoa, there!"
(gestures as if pulling on reins)
Mrs. Mullins: "Stop, Stop!"
(holding hands to head)
Abe, the Mule: "Hee-haw, hee-haw!"
(index fingers pointed up like ears)
Jasper: "Howdy Folks"
(hand raised in greeting)

This is a story about **Mr. Mullins** and **Mrs. Mullins** two of our Pilgrim ancestors and their little mule named **Abe**. **Abe** was left-footed and he did everything just exactly backwards. When **Mr. Mullins** wanted to plow the fields, **Abe** pulled the plow so far to the left that he went in big circles. When **Mrs. Mullins** wanted to go to the village, **Abe** went backwards instead of ahead. "It is very embarrassing", cried **Mrs. Mullins**. "It is very confusing!" cried **Mr. Mullins**. And **Abe** just cried.

One day their cousin **Jasper** came to visit and he saw **Abe** plowing circles and pushing the wagon backwards. **Mr. Mullins** was so confused. **Mrs. Mullins** was so embarrassed. **Abe** was so unhappy.

"We'll have to send **Abe** away", said **Mr. Mullins**, "or we can never get to the village" said **Mrs. Mullins**. "And we do love him so", they both cried. "Hum", said cousin **Jasper**. "**Abe** is a very handsome mule, even if he is left-footed."

So cousin **Jasper** thought it all over and he said; "Why don't you get a right-footed mule to go along with left-footed **Abe**." "Yes, why don't we", said **Mr. Mullins** and **Mrs. Mullins**. So they did ... they got a very right-footed mule named **Able**.

Now everything worked out very nicely. When **Abe** plows left, **Able** plows right. Between them their field was the straightest in all the colonies. When **Mrs. Mullins** hitches them up to go into the village, she hitches **Abe** backward and hitches **Able** frontward. And away they go at a good, fast clip.

"We may look strange" says **Mrs. Mullins**, "But we do get to the village in a hurry".

So **Mrs. Mullins** is happy. **Mr. Mullins** is happy. And **Abe** and **Able** are happy. And cousin **Jasper** went home very well pleased with himself.

Skits

DANIEL BOONE

Boone:	Beats on chest
Coonskin Cap:	Tip cap
Animals:	Howl
Gun:	Bang, bang
Weather:	Brush hands and slap knees
Indians:	War hoop

Daniel **Boone**, wearing a **Coonskin Cap** and carrying his **Gun**, encountered many dangers in his explorations west. There were wild **Animals**, bad **Weather** and **Indians**. He established the Wilderness Road and founded a city named **BOONE**sboro, Kentucky. Once, he was captured by **Indians** during very bad **Weather**. Fortunately, the **Animals**, upset by the **Weather**, howled and howled and the **Indians** ran away. **Boone** escaped with his **Gun** and his **Coonskin Cap**. **Boone** was a famous pioneer. This courageous man, who braved the **Animals**, the **Weather**, and the **Indians**, to explore and find new trails into the new frontiers is best remembered as the owner of a **Coonskin Cap**!

TRAVEL

This could be lead by a WeBeLoS Den, for their Traveler's Badge. Divide the audience into 4 parts & as the narrator reads the following poem the different groups say the key words when their assigned word is read.

Car:	Honk-honk
Plane:	"Glide-Glide"
Bus:	"Beep-Beep"
Boat:	"Splash-Splash"
Travel:	All sounds at once

When you want to **Travel**, from place to place,
There are many vehicles, That could join this race.
There's the **Car** that comes, In many assorted sizes,
With gadgets galore, And full of surprises.
Or you could settle for a ride, In a modern **Bus**,
And save yourself 'worry, And a whole lot of fuss.
If a **Car** or a **Bus**, Does not meet your needs,
You can **Travel** in a **Plane**, At astonishing speeds.
But if you choose to **Travel**, Over a route that's wet,
The finest of **Boats**, Are yours to get.

When you want to **Travel** Whether near or far,
You can do it comfortably, If you listen when they say,
Leave the driving to us. Then you certainly should **Travel**
Around the place by **Bus** But if you are one,
That's always in a hurry, Then take a **Plane**,
In your rush & scurry. But if over the water slide.
You choose to ride, Then pick a **Boat**,
And through the water slide. Whatever the transportation,
You may chance to use, When you **Travel** my friend,
'Tis yours to choose.

Skits

THE CHERRY TREE

Mother: "Son!" (Ladies take this part)
Dad: "Harrumph" (Men take this part)
Axe: "Chop! Chop!" (Cubs take this part)
Whacks: "Bam! Bam!" (All take this part)

When Washington was just a boy, he had a little AXE He came upon a Cherry Tree & gave it several WHACKS. His **Mother** this funny noise, & wondered what was done, George said he did it just because, he wanted to have fun. She took his **Axe** away from him & acted very mad, She said that when his **Dad** came home, he'd find out George was bad. Now George knew **Dad** would **Whack** him if he tried to lie, so when his **Dad** came home, George was standing by. He told him just what he had done, with his little **Axe**. And how he dropped that Cherry Tree, with several timely **Whacks**. His **Dad** was mad, his **Mother** too, but George had told the truth, About the Cherry Tree he chopped his **Axe** into. The moral of this story, is to never tell a lie, cause **Mother & Dad** will give you **Whacks**. Which are sure to make you cry.

THE GHOST WHO COULD NOT GROAN

Father Ghost: (men in audience MOAN loudly)
Mother Ghost: (women in audience MOAN)
Little Ghost: (children in audience MOAN softly)
Ghosts: (all audience MOAN together)

Once upon a time there was a house on a hill, and in that house lived a family of **Ghosts**. There was a **Mother Ghost**, a **Father Ghost** and a **Little Ghost**. The **Little Ghost's** name was Horace. Horace could do just about anythin' spooky, but he could not groan and he could not moan.

People sleep at night and stay awake during the day, but **Ghosts** sleep all day and stay awake all night. One night, the **Ghosts** had a midnight tea visitor. The **Mother Ghost** asked her what they could do about Horace, the **Little Ghost**. But she did not know.

Then early one night (it was about six o'clock) the **Father Ghost** said, "We had better put on clean sheets. It looks like we're going to have a party. There is a wonderful smell in the air. When they got downstairs, they found that someone was baking doughnuts. Now you know that doughnut holes are **Ghosts** favorite food!!! The **Father Ghost** ate 24 holes. The **Mother Ghost** ate 15 holes. And Horace, the **Little Ghost** ate 75 holes.

When they had finished eating, they went upstairs and they found Horace, the **Little Ghost**, lying on the bed. Horace groaned and said, "oh, I have a terrible pain in my stomach!" the **Little Ghost** just lay there moaning and groaning. **Mother Ghost** ran over to him and said, "Oh, Horace'. You have learned how to moan and groan.

So after than night, any time Horace, the **Little Ghost**, wanted to groan, all he had to do was think of the time he ate too many doughnut holes.

STUNTS

Skits

CHIKI-CHIKI

For this one, get four volunteers to come to the front of the room and line up facing the audience, side by side, with you at one end of the line. Tell the volunteers they must do exactly what you do because it is a coordination test to see (1) how well they can follow the leader, and (2) how well they can improvise on what he does. The audience will be the judge as to who does the best job.

Begin by swinging your arm in a circular, sweeping motion, and reach over and pinch the volunteer standing next to you on the cheek and say "Cheeky-cheeky." Then that guy does the same to the next person in line, and so on. Next you wind up and grab the other cheek, and do the same. Then you pinch his nose in the same way, saying "Nosey-nosey," and his chin while saying "chinnie-chinnie." With each of these, the same action is repeated down the line.

What makes this funny is that before you pinch the guy next to you each time, you put lipstick on your fingers with a tube that you have in your other hand, but concealed to the guy next to YOU. You just keep smearing lipstick all over the guy's face and the audience gets a lot of laughs, but the poor guy has no idea what they are laughing at.

Note: It's best to tell all the guys to stand with their hands behind their backs. That way you can keep the lipstick tube behind your back.

FIXED CHARADES

Two volunteers are sent out of the room with an assistant who explains to them that they are going to play a simple game of "charades." They each get a movie, book, or song title that they must get the audience to identify. Whoever does it in the fastest time wins.

Meanwhile, you reveal to the audience (while the volunteers are out of the room) what the titles are that they will be "charad-ing." The first volunteer should have a difficult title, like "Mutiny on the Bounty." But the audience, already knowing what it is, should pretend to puzzle over it for a few seconds, then pick up quickly on the volunteer's clues and guess it after about ten seconds or so. The second volunteer will have a ridiculously easy one, like "Tea for Two." The audience should be very animated and make lots of guesses-all wrong. For example, if the person makes the letter "T" with his hands, the audience should guess "time out," or "hand signal," or anything but "tea." The result is a very frustrated volunteer.

FLY FAMILY

Send three or four volunteers out of the room. When they return (one at a time) tell them they are going to be introduced to the "Fly Family"-four people who stand in line with their hands behind their backs: Mr. Horsefly, Mrs. Horsefly, Mr. Butterfly, and finally Mr. Letterfly. They are introduced one at a time; shaking hands-but Letterfly throws a cup of water all over the unsuspecting fall guy.

Skits

DONKEY

Have five or six volunteers come to the front of the room, then announce to the group that each volunteer will be secretly told the name of a barnyard animal. When you count to three, each of these people will try to make the sound of the animal that they were given as loudly as possible. The audience will judge who has done the best job. The winner will get a nice prize.

Then you whisper in the ear of each of the volunteers. But instead of giving them an animal, you tell all but one of them to not make a sound. That lucky one you tell to make a sound like a donkey. Of course, he thinks that all the others are going to imitate animals just like he does. Just before you count to three, remind them to make their noise as loudly as they can. The result will be a slightly embarrassed "donkey."

Don't forget to give him his prize.

THE FUNNEL TRICK

Have a volunteer (preferably a boy) come forward to try a little game, with a chance to win some money. Place a funnel in the boy's pants (in front). Have him tip his head back, and then place a quarter on his forehead. Tell him that if he can drop the quarter into the funnel three times in succession, he can keep the quarter. Chances are good he'll succeed the first two tries. On the third try, while his head is tipped back, grab a glass of water and pour it down the funnel.

THE HOBBY QUIZ

Choose three guys in the room who have a hobby of some kind (any hobby). Explain to them that the audience is going to ask them questions about their hobby, and that they are to answer without giving away what their hobby actually is-this is because the audience is supposed to guess their hobbies. Then send them out of the room (supposedly so that the audience can think up some questions). While they are out, you tell the audience that they are to assume that all three boys' hobby is kissing. (Regardless of what their hobbies actually are.) Call the boys back in, and ask them questions like the Ones below. Their answers will be hilarious.

1. Who taught you your hobby?
2. How long does it take to do your hobby?
3. In which room (or what place) do you perform your hobby?
4. What sound does your hobby make?
5. Is there any special training involved? If so, what?
6. How old were you when you first learned your hobby?
7. How do you get ready for your hobby?
8. What's the best time of the day to perform your hobby?
9. What do you wear when you are doing your hobby?
10. What sort of special equipment do you need?

Skits

MIND POWER

Rig up a box or a table draped with a cloth, big enough for a person to hide under. A balloon attached to a plastic tube or hose should be arranged so that only the balloon shows above the box, with the hose inserted through a hole in the box so that the person underneath may regulate the size of the balloon. Have a stool or chair next to the box with dummy electrical wires running into the box.

Announce to the audience that this is a machine to measure a person's mental capacity-the smarter he is, the larger the balloon will become. Have several volunteers come up, one at a time, and lay their heads down on the seat of the stool; have the balloon increase in size a little more each time. Have the youth director come; the balloon shrinks. Finally say that you are tired and sit down on the seat-the balloon explodes.

ELEPHANT PANTOMIME

You'll need at least three volunteers for this one. Send them out of the room, tell the audience what's going to happen, and then call volunteer A back in.

Begin by telling volunteer A to watch you do a pantomime and to try and remember it as well as possible. Then, while he is watching, you pantomime "washing an elephant."

Only the audience knows what you are doing. The volunteers do not. After A watches you do the pantomime, B is brought into the room and A must do the pantomime for B, even though A may not know exactly what he is doing. He just tries to duplicate what you did. Then C is brought in and B does the pantomime (as close as he can get it) for C. The result is a lot of laughs, because the pantomime keeps getting farther and farther away from the original. Let the volunteers try to guess then what they were supposed to be pantomiming.

Here's how your original pantomime should go: Pull the elephant in on a rope. Tie the rope at a stake. Dip a rag in a pail and wash the side of the elephant, jumping high to get all the way to the top. Crawl underneath, wash his belly and legs. Go to the front and wash his trunk, inside and out, and wash the elephant's ears as well. Then wash under his tail, hold your nose, etc., and generally try to be as creative as possible.

FIRST KISS

Have several volunteers leave the room. Before you bring them back in, explain to the audience that when each person returns, the audience should be very quiet and not say a word. The M.C. (you) will also not say anything. Explain to the audience that what the volunteers say during that confused silence will be what they said right after their first kiss. As soon as the audience understands, bring the volunteers back in, one at a time. The confused volunteer, returning to nothing but Silence, will undoubtedly say something. ("Now what do I do?" or "This is really weird," and so on.) Let each one talk (to the audience's delight) until he runs dry or gives up, and then bring in the next.

Skits

THERE'S A B'AR!

Get several volunteers (kids) to line up in a straight line, facing the audience, shoulder to shoulder, with the leader at the right-hand end of the line (his right, not the audience's). The leader says, "There's a b'ar!" (bear); the kids are instructed to say, "War?" (where). The leader responds with, "Thar!" and points to a spot off to his left but with his right arm. The kids are instructed to point also, and keep pointing. Again the leader says "There's a b'ar!" The kids reply, "War?" and the leader says, "Thar!" and this time points to his right with his left arm. The kids do the same and now have both arms pointing (crisscrossed). The same steps are repeated, this time with the leader squatting and pointing with his left leg to the right. All the kids do the same. Once more the same is repeated and the kids must point with their noses to the left. So now the kids' faces are turned to the left, away from the leader-who then gives the guy next to him a push, and the entire line will fall like dominoes.

THE TRAINED FLEA ACT

One person is introducer to the group as having a very unusual hobby-flea-training. He has a-reed to bring his best flea and give a demonstration to the group. The flea-trainer goes to the front of the group and begins his pleasant but serious presentation. He introduces his most talented and highly skilled flea by name, such as Myrtle. He explains how many months he has worked with her and how hard it is to bring a flea to her level of performance. The patter can include an explanation of the varying personalities of fleas and their individual capacities. He may have her in a little box or jar. As he takes her out, he mentions that with good eyesight and some practice, one can recognize fleas by their manners and markings.

Then the act begins. He carefully releases her from his hand and follows her imaginary slow circular flight in the air, speaking soft words of encouragement. After her return, he releases her for a double flight with some anxiety, because she has never performed in front of a group before but she makes it. Next, she is to attempt three circles. But on the third her flight becomes wobbly and erratic as he follows with his eyes and forefinger. She veers out into the audience; he calls her with alarm and plunges after her, never taking his eyes off her.

He follows her to some member of the audience who makes a good butt for a joke, such as a leader or extrovert. Quickly, he extricates her from the fellow's hair down the back of his neck. Greatly relieved, he takes her back toward the front of the stage, speaking softly to her in his cupped hands then spins back toward the audience in alarm and yells with dismay, "Hey you're not Myrtle!"

THE UGLIEST MONSTER IN THE WORLD

Bring in a guy with a blanket over his head who is the "monster." Tell everybody that this monster is so ugly that anyone who looks at him falls over dead. Three guys in the audience (clued-in) come up to try. They look under the blanket and, sure enough, they scream and fall over dead. Now choose a girl (unsuspecting) to come up and look under the blanket, just to prove that girls are the stronger sex. She comes up, looks under the blanket, and when she does ... the monster screams and falls dead.

Skits

TAKE OFF WHAT YOU DON'T NEED

Have a guy come up, lie down on a table, and cover him with a blanket. Tell him to take off something that he doesn't need, and toss it off the table. He will usually take off something like his shoes, or a wristwatch. Continue to ask him to take off something that he doesn't need, and he will continue to do so until, finally, he will refuse to take off anything else. But don't let him off so easy-insist that he can take something else off. The idea is to get him to take off the blanket, since he doesn't really need it. He'll make all kinds of excuses as to why he can't take anything else off, but you insist that he can. If he doesn't catch on and has to be told, give him a silly penalty of some kind.

A good variation of this old trick is to do it with three guys, bringing them into the room one at a time to go through the same gag. But the last guy is clued in-under his pants he's wearing pair of swimming trunks. To the amazement of the audience, he will take off everything (except for the swimming trunks, which the audience doesn't know about). Then he throws the blanket off-and that's when the girls start screaming.

THE TALKING HEAD

To set it up, use a table that extends in the center, or place two card tables ten or twelve inches apart and drape with sheets to the floor. Cut a hole in the sheet big enough for a guy's head to come through. Place three buckets upside down on top of the table, one of them over the hole. During a busy part of your meeting (or behind a curtain), have the guy acting as the "talking head" position himself under the table with his head sticking up through the sheet and under a bucket. No one in the group should be able to tell that there is anyone under the table.

Ask three volunteers (preferably girls) to leave the room, and bring them back in one at a time. Explain that they are helping with the Evelyn Wood Speed Reading Course and have only two seconds to read the short printed phrase under bucket #1, only four seconds for bucket #2, and only six seconds for bucket #3. When they are ready, position them with their faces close to the bucket's edge, lifting the bucket just long enough for them to see and read the phrase. Lower the bucket and have them tell the group what they read. Repeat for the second bucket amid much praise and encouragement for the fine job they are doing. When they are positioned and ready for the third bucket, lift it much higher and your talking head should scream or yell to scare the volunteers. This first time, even the group will scream and react since they were not expecting to see a head under the bucket. Repeat the process for the second victim, making sure that the group has been cued not to give anything away.

SUBMARINE RIDE

A volunteer lies flat on his back on a table with a person at each arm and each leg. The legs are the left and right rudders. The arms are torpedo one and torpedo two. A jacket is put over the volunteer's head with one sleeve directly over his nose. This is the periscope. The captain (you) yells "Left rudder!" (Person on left leg raises leg.) "Right rudder!" (Raise right leg.) "Torpedo one!" "Torpedo two!" (Raise arms.) "Up periscope!" (Sleeve is lifted straight up.) "Dive! Dive!" (You pour water down sleeve and into the volunteer's face.)

Skits

ODDBALL

This is one of the funniest stunts of all time. It's best in a meeting format, when you have an audience and a stage or "up front" area. To be-in, you select four or five contestants to compete in an exciting new game. They must leave the room (to a soundproof area) while you set up the game.

You'll need two or three tables that are the same width and about seven or eight balls of different kinds. Place the tables end-to-end and cover them with blankets to give the appearance of one long continuous table. But a hole has been cut in one of the blankets, and a person kneels or sits between two of the tables with his head sticking up through the hole. The balls are evenly spaced along the length of the table, with the head counting as one ball. All the balls (and the head) are then covered with towels so that they are completely covered. The crowd is warned not to reveal to the contestants what is going on.

Another-and even better-way to do this would be to actually cut a hole in the table top for the head to stick through. But that might not go over too well with whoever owns the table. If set up properly, the first method will work fine. When you're ready to go, there are several ways to play the game with your contestants:

1. **Name that Ball:** The announcer introduces the first volunteer and the crowd cheers wildly. The announcer explains that on the table are a number of different kinds of balls- volleyballs, footballs, soccerballs, and so on. The object of the game is for the contestant to start at one end of the table, tear off the first towel, and identify the kind of ball before proceeding to the next one. A timekeeper is clocking each contestant, and the winner will be the one who has the fastest time. The crowd is encouraged to cheer them on. When they tear off the towel covering the head, the head suddenly yells "BOO!" with his eyes bugging out. Nine out of ten contestants will jump right out of their socks. Have the contestants (rather than the head) face the audience, since their reaction is what makes this so hilarious.
2. **Guess that Ball:** Give the head a mouthful of water before each contestant comes in. You still use the "game show" motif but this time the contestant is guessing what is under each towel. The announcer tells the contestant at the start that he or she cannot touch the ball but must guess what each ball is before taking the towel off to see if they were correct. The contestant with the most correct guesses wins. If a correct guess is made, the crowd cheers; if wrong, they boo. It is important that the head stay perfectly still. When the contestant comes to the head, he guesses, then pulls off the towel. The head spits water all over the contestant.
3. **The Double-cross:** For both of the games above, a good way to end is to double-cross the head. He thinks he is so funny and is really enjoying spitting and scaring people. Let your last contestant know what's up ahead of time so that he goes through the motions all right, but when he uncovers the head, he gets him with water, pie, potatoes, mud, or something equally messy. It's really funny.

Skits

THE RUNNING SAP

Explain that you are an artist in your spare time and that you are going to paint a "human painting" right before the audience's eyes-using people instead of paint. The scene is in -the forest. Have someone come up and be the "babbling brook" by standing up front going "babble babble-babble" over and over. Next have someone come up and be the rustling trees. He stands next to the babbling, brook and goes "rustle-rustle-rustle Do the same thing with the "whistling grass" and the "howling wind, and then ask for someone to come up and be the picture frame. The frame runs continually around the other guys who are babbling, rustling, whistling, and howling. While they are all doing their part, you say, "And now, ladies and gentlemen, there you have it. The babbling brook, the rustling trees, the whistling grass, the howling wind, and the RUNNING SAP!"

BUCKET TRICK

This is a stunt you play on the entire group. You need one helper. Announce that you have a bucket of water from the fountain of youth. (Or any story you want to make up.) Ask for a volunteer-and choose your clued-in helper. The bucket is brought in. Be sure the audience can't see inside it, because it's really a bucket of rice or confetti with a dipper sticking out of it. Inside the dipper is some water. The outside of the dipper must be dry so that no rice will stick to it. You take the dipper out of the bucket, pour the water into a glass, and the volunteer drinks it. He waits, starts acting like a two-year-old, grabs the bucket, and throws its contents all over the audience.

**GROANERS,
QUICKIES
AND
ONE-LINERS**

Skits

I'M NOT HERE

This short skit requires two people. Lines should be memorized and rehearsed. Timing is very important.

Person #1: I'll bet you ten dollars that I'm not here.
Person #2: Well, of course, you're here. Anyone can see that you are definitely here.
Person #1: I'm telling you, I'm not here, and I'm-going to prove to you that I'm not here.
Person #2: O.K., you got yourself a bet.
Person #1: Am I in Chicago right now?
Person #2: Of course not.
Person #1: Am I in New York City right now?
Person #2: Don't be ridiculous.
Person #1: O.K., if I'm not in Chicago, and I'm not in New York City, then I must be somewhere else, right?
Person #2: Uh-right.
Person #1: And if I'm "somewhere else," then-I can't be here, right?
Person #2: Well, that does make sense (looking puzzled).
Person #1: So, that proves that I'm not here, and you owe me ten bucks!
Person #2: Hmm. (Starts to pull out wallet.) I sure thought that was a safe bet. (Person #1 holds out his hand, waiting to receive the money.) Wait a minute! I can't pay you ten bucks!
Person #1: Why not?
Person #2: Because you're not here!

GROANERS

These skits are short "one-liners" that can be used in many different ways. In some cases, the 11 punch line" is funny enough to carry the skit, but in most cases, the real humor is in the acting out of the skit by the participants. Timing and execution are important in skits like these.

One good way to use these skits is to select a number of them (twenty or so) and present them all at once "shotgun" style-one right after another. There should be no pause between them at all. Have the necessary props out on the stage ahead of time for all the skits, and encourage the kids to act their parts with gusto. You can use just a few kids, if you'd like, and have them switch -costumes - back and forth, acting out many different parts. It helps, too, to have a lively musical interlude between each skit, such as old time piano music or a vaudeville-type fanfare. Use your imagination and creativity and the result will be a lot of fun for everyone.

THE HOLDUP

Man: Say, buddy, do you see any cops around?
Stranger: No.
Man: O.K., then—stick-em-up!

EVERY TWENTY MINUTES

Man: According to this report, a person is hit by an automobile every twenty minutes!
Other man: What a glutton for punishment that guy must be!

Skits

WANT AD

Girl: My dog ran away last night.
Boy: Did you put an ad in the paper?
Girl: No.
Boy: Why not?
Girl: My dog can't read.

THE BEAUTY SHOP

Smith: My wife spent four hours in the beauty shop this morning!
Jones: That's a long time.
Smith: You're not kidding. And that was just for the estimate!

THE HAT

Lady: My husband says I look younger in this hat.
Friend: Oh, really? How old are you?
Lady: Thirty.
Friend: No, I mean, without the hat....

THE DREAM

Wife: Dear, I dreamed you gave me a hundred dollars for new clothes last night. You wouldn't want to spoil that nice dream, now, would you?
Husband: Of course not, dear. You can keep the money.

THE SANDWICH SHOP

Customer: Waiter, the sign outside says that you'll pay fifty dollars to anyone who can order a sandwich that you don't have. O.K., I'd like an elephant ear sandwich!
Waiter: Uh-oh. Guess we'll have to pay you the fifty bucks.
Customer: No elephants ears, eh? (smiling)
Waiter: Nah, we've got lots of them. We're just out of those big buns.

THE COMPUTER

Inventor: I've invented a computer that's almost human!
Man: You mean it can think on its own?
Inventor: No. But when it makes a mistake, it blames another computer!

THE DRESS

Woman: This dress that I have on will never go out of style.
Other woman: You're right. It'll look just as ridiculous every year.

Skits

ELEPHANT PAJAMAS

Hunter: One night in the jungle, I heard a noise outside my tent. I looked outside and an elephant was charging. I ran outside, grabbed my gun, and shot him in my pajamas!
Man: That's ridiculous. How did he ever get into your pajamas?

FAMOUS MEN

Visitor: Have any famous men ever been born in this town?
Native: Nope. Just little babies.

IN THE OFFICE

Employee: Say, boss, since your assistant died, I was wondering if maybe I could take his place.
Employer: It's all right with me if you can arrange it with the undertaker.

THE PASTOR

Member: Pastor, how did you get that cut on your face?
Pastor: I was thinking about my sermon this morning, and wasn't concentrating on what I was doing-and I cut myself shaving.
Member: That's too bad. Next time, you'd better concentrate on your slaving and cut your sermon!

THE NEW HAT

Husband: Where did you get that new hat?
Wife: Don't worry, dear. It didn't cost a thing. It was marked down from \$20 to \$10. So I bought it with the \$10 that I saved.

CROSSED UP

Smith: Know what they got when they crossed an abalone with a crocodile?
Jones: No, what?
Smith: A „Crock-a-baloney.“

FLOWER DISEASE

Girl: He's got the horrible „flower disease“!
Other girl: What's that?
Girl: He's a blooming idiot!

Skits

THE CANARY

Man: Know what the 500-pound canary said?
Other man: No, what?
Man: (deep voice) CHIRP!

THE BANQUET

Speaker: This is terrible. I'm the speaker at this banquet and I forgot to bring my false teeth with me.
Man: I happen to have an extra pair. Try these.
Speaker: Too small.
Man: Well, try this pair.
Speaker: Too big.
Mail: Well, I have one more pair ... how about these?
Speaker: These fit just fine. Boy, I sure am lucky to be sitting next to a dentist.
Mail: Oh, I'm not a dentist. I'm a mortician.

DIET SHAMPOO

Girl: Have you tried that new diet shampoo?
Boy: No.
Girl: Well, you should. It's for fatheads.

THE TIE

Man: Say, that's a beautiful rainbow tie you're wearing.
Other-man: What do you mean, rainbow tie?
Man: It has a big pot at the end.

THE BUS RIDE

Lady: Sir, are you enjoying your bus ride?
Man: Yes, ma'am.
Lady: Then why are you sitting there with your eyes shut? Are you sick?
Man: No, I'm O.K. It's just that I hate to see a woman stand.

HAND-ME-DOWNS

Smith: We were so poor when I was a kid that I had to wear „hand-me-down-is“!
Jones: That's not so bad. Everybody has to wear hand-me-downs.
Smith: But all I had were older sisters!

Skits

THE FRESH GUY

Girl: When I went out with Pete, I had to slap his face five times.
Friend: Was he that fresh?
Girl: No. I thought he was dead.

THE TEACHER

Girl: Did you kiss me when the lights went out?
Boy: No!
Girl: It must have been that guy over there.
Boy: Oh, yeah? I'll teach him a thing or two!
Girl: You couldn't teach him a thing!

THE PIE

Mail: Waitress, what kind of pie is this that I'm eating?
Waitress: Well, what does it taste like?
Man: It tastes like fish.
Waitress: Oh, that must be the lemon pie. The apple pie tastes like garlic.

THE PIZZA

Cook: Say, mister. Do you want me to cut this pizza into six pieces, or eight?
Man: You better make it six. I don't think I can eat eight.

THE GORILLA

Smith: Know what they got when they crossed a gorilla with a porcupine?
Jones: No, what?
Smith: I don't know what they call it, but it sure gets a seat on the subway.

MUD PACKS

Mari: Every so often, my wife puts on one of those mud packs.
Friend: Does it improve her looks?
Man: Yes, for a few days. Then the mud falls off.

THE OCEAN

Girl: You remind me of an ocean
Boy: You mean-wild? Restless? Romantic?
Girl: No. I mean you make me sick.

Skits

HAVE YOU SEEN JOHN?

Here's a quickie that can get very confusing to an audience. There is a subtle shift in the dialogue that causes the first person to actually answer his own question.

Person # 1: Have you seen John?
Person #2: What's his name?
Person #1: Who?
Person #2: John.
Person #1: No, I haven't seen him.

WHALE SANDWICH

Man: Say, waiter. Your sign outside says, „Any sandwich you can name.“ O.K. I want a whale sandwich!
Waiter: One whale sandwich coming up. (Leaves, goes into kitchen, and comes out again.)
Sorry. I can't get you a whale sandwich.
Man: Why not? Your sign says, „Any sandwich!“
Waiter: Well, the cook says he doesn't want to start a new whale for one lousy sandwich.

THE SERVICE

Man: Isn't this a beautiful church? Look ... here's a plaque on the wall dedicated to all the brave men who died in the service.
Lady: Which one - morning or evening?

MOUNTAIN LION

Smith: Know what they got when they crossed a mountain lion and a parrot?
Jones: No, what?
Smith: I don't know what they call it, but when it talks, you listen!

BULLFIGHTER

Man: Did you hear about the bullfighter who became a fireman?
Other man: No. What about him?
Man: Well, he went to a fire and some guy jumped out of a three-story window into his net.
Other man: Then what happened?
Man: He went, „Ole!“ (Moves net like in bullfight.)

SNAKE BITE

Smith: Know what they got when they crossed a rattlesnake with a horse?
Jones: No, what?
Smith: I don't know what they call it, but if it bites you, you can ride it to the hospital.

Skits

CHRISTMAS GIFT

Smith: What did you give your wife for Christmas last year?
Jones: A cemetery plot.
Smith: What are you going to give her this year?
Jones: Nothing. She didn't use last year's gift.

THE GET-WELL CARD

Man: How are you feeling, pastor?
Pastor: Much better, thank you.
Man: Well, we had a committee meeting the other night and they voted to send you this get-well card.
The motion passed four to three.

DON'T WORRY

Man: You shouldn't worry like that. It doesn't do any good.
Other man: It does for me! Ninety percent of the things that I worry about never happen!

THE NIBBLE

Old lady: Dear, when we were younger, you used to nibble on my ear.
Old man: I'll be right back.
Old lady: Where are you going?
Old man: To get my teeth!

THE THREE WIVES

Man: Did you hear about the guy who had three wives in three months? The first two died from eating poison mushrooms.
Friend: What happened to the third?
Man: She died from a blow on the head. She wouldn't eat the mushrooms.

Skits

THE NEWLYWEDS

The scene is the breakfast table of a newly married couple. For extra laughs, have both of the characters be guys, one dressed like a girl.

She: Darling?
He: Yes, dear?
She: Isn't it wonderful being married?
He: Sure is, sweetheart.
She: Honey, I was just wondering, something ...
He: Yes, sugarplum, what's that?
She: Well, seeing as how we've been married only a few short hours and everything, I was just wondering if, before breakfast, you would come over here and give me a little kiss on the cheek ... (giggle)
He: (embarrassed) In broad daylight? Aw, gee ...
She: Please? just a little peck on the cheek right here? (Points to a place on her cheek.)
He: Well - . . . O.K. (He kisses her on the cheek.)
She: Ahhhhh. Good! I've been trying to pop that zit for a week!

AT THE DOOR

Visitor: Was that your wife who met me at the door and took my hat and coat?
Mail: You don't think I'd hire a maid that ugly, do you?

THE HANGMAN

Hangman: (as he places the noose around the criminal's neck) You'll have to excuse me if I seem a little nervous. You see, this is my first hanging.
Criminal: Mine, too.

THE ROPE

Observer: Say, what are you pulling that rope for?
Man: Have you ever tried to push one of these things?

THE WIRE

Messenger: Wire for Mr. Jones! Wire for Mr. Jones!
Jones: I'm Mr. Jones.
Messenger: Here you are, sir. (Hands him a piece of wire.)

THE ESKIMOS

One Eskimo: I saw someone kissing your wife last night.
Other Eskimo: Yeah, well, that's no skin off my nose.

Skits

THE REVEREND AND THE GOLF BALL

Man: Reverend, I'm really sorry that I swore like that. That's what I like about you.
When your ball goes in the rough you never swear.
Reverend: That may be ... but when I spit, the grass dies!

SOME DO

This simple skit involves a guy, a girl, and a park bench. It begins with the two of them strolling onstage, toward the bench.

He: (nervously) Some night.
She: Yeah, some night.
He: Some moon.
She: Yeah, some moon.
He: Some stars.
She: Yeah, some stars. (They sit down on the bench.)
He: Some park.
She: Yeah, some park.
He: (Moves closer to her, then, using his fingers, notices dew on the bench.) Some dew.
She: Well, I DON'T! (She slaps him across the face, knocking him off the bench.)

THREE AGAINST A THOUSAND

Three guys walk in all bandaged up, smeared with dirt and blood, limping, moaning, and shaking their heads in disbelief over the fantastic battle they just went through. „What a battle, what fantastic odds! We should never have attempted it in the first place. Three guys against a thousand! Unbelievable!“ Finally one guy says, „Yeah, they were the toughest three guys I've ever seen.“

WILL SHE OR WON'T SHE?

Here's a short skit that is good for promoting a coming event that costs money or where dates are encouraged.

Guy: Will she or won't she? Will she or won't she?
Girl: (walking by) Will she or won't she what?
Guy: Will she or won't she go with me to the < _____ >?
Girl: Who is „she“?
Guy: You.
Girl: Oh, I'd love to!
Guy: Will she or won't she? Will she or won't she?
Girl: What's the matter? I already told you that I'd go with you.
Guy: Will she or won't she buy her own ticket?
Girl: (Slaps guy and chases him offstage.)

Skits

YOU GOT ME BUDDY!

Scene: Two guys are sitting at a table in a restaurant, one reading a newspaper, so that you don't see his face. Another man dressed like a gangster enters the room and yells at the guy who is not reading the newspaper (from a distance).

Gangster: All right, Butch! I got you at last! You been running from me too long, and now I'm gonna finish you off!
Butch: Please, Big Al, I'll pay you back the dough I owe ya!
Gangster: Sorry, Butch, but you've had your last chance! (Shoots him several times with a blank gun.)
Butch: Ahhhhhggg! You got me pal! You got me buddy! (yelling) You got me pal!
Gangster: Well, then, fall down and die already.
Butch: But you didn't get me-you got me pal. (Points to guy reading the newspaper, who suddenly falls over dead.)

UGLY BABY

Passenger: Lady, that is the ugliest baby I've ever seen!
Lady: (Starts crying.)
Bus driver: (Stops bus.) What's the problem, ma'am? Here, use my handkerchief-and here's a banana for your monkey.

THE GALLOWS

Man: Hey, what are you guys doing!
Bully: We're hanging this man! In this town, we hang all murderers and all sissies!
Man: (in a real deep voice) Oh, really?

THE SINGER

Singer: (using a strainer for a microphone) „Somewhere ... over the rainbow
Man: Hey, don't do that!
Singer: (Stops singing.) Why?
Man: You'll strain your voice.

THE POOR MAN

Poor man: My family was really poor.
Friend: How do you know they were so poor?
Poor man: That's easy. Every time I passed someone in town, they would say, „There goes Bobby Jones. His poor family...

Skits

PASSED YOUR HOUSE THE OTHER DAY

Here's a quickie skit for two people:

Person #1: Hey, I passed your house the other day!
Person #2: How did you know it was my house?
Person #1: I saw you out in the front yard.
Person #2: Well, why didn't you wave or something?
Person #1: I didn't recognize you.

QUICKIES

The idea behind each of these is the same. A guy comes running into the room acting strange, and the leader responds. It is best to have the guy come in at a seemingly inappropriate time, such as interrupting you as you are making an announcement. Most of these will get groans rather than wild laughter, so be prepared.

1. It's running down my back! It's running down my back!
What is?
My spine.
2. It's all around me! It's all around me!
What is?
My belt.
3. I can't see! I can't see!
Why not?
My eyes are closed.
4. It's all over us! It's all over us!
What is?
The roof.
5. Woman the lifeboats! We're sinking! Woman the lifeboats!
Wait-you mean „man“ the lifeboats, don't you?
Look, you fill your lifeboats, I'll fill mine.
6. (Guy walks in carrying a paper bag.)
What's in the bag?
Milk.
That's ridiculous. You don't put milk in a bag,
Why not? Cows do.

THE MEDICINE

Lady: The doctor told me to drink this medicine after a hot bath.
Friend: Did you drink it?
Lady: No. I could hardly finish drinking the hot bath.

Skits

THE MIND READER

Mind reader: Would you like your palm read?
Customer: Yes.
Mind reader: (Takes out red point, and points his hand.)

ON THE AIRLINER

Stewardess: Sir, I think we left your wife behind in Chicago!
Man: Oh, thank goodness. I thought I was going deaf.

FLAT TIRE

The scene for this short skit is a roadside. A woman is trying to change her flat tire, but is obviously having a difficult time. A gentleman happens along and offers to help.

He: What seems to be the problem?
She: I have a flat tire and I don't know how to work this crazy thing. (She points to the jack.)
He: Maybe I can help. By the way, how did you get the flat?
She: I was in such a hurry that I ran over a milk bottle.
He: Didn't you see it?
She: How could I? The dumb little kid had it in his pocket.

CARRYING A CASE TO COURT

These are four short sequences that should all be done in the same meeting, but not one right after the other. Space them so that the „guy“ in the sequences interrupts unexpectedly several times during the meeting.

1. The guy enters the room carrying a case of pop bottles. The M.C. asks, „Hey, where are you going with that?“ The guy answers, „Oh, I'm just taking a case to court.“
2. The guy enters a second time, carrying a case and a ladder. The M.C. asks, „Where are you going NOW?“ The guy replies, „Oh, I'm taking my case to a higher court.“
3. The guy enters again, this time with a girl. The M.C. asks, „What's going on here?“ The guy says, „I'm just going to court.“
4. Once more, the guy enters, this time with only his underwear on. The M.C. says, „Hey, you can't come in here like this! Where are you going?“ He answers, „I lost my suit.“

Skits

LEAVING HOME

A man sits in a chair reading a newspaper. A woman enters with a coat on and carrying a suitcase. She is apparently very upset. The man in the chair couldn't care less.

Woman: I've had it! I'm through! I'm leaving this crummy rotten house and all these crummy kids and going home to mother! I'm sick and tired of ironing, mopping, and cleaning up after you day in and day out! I tell you, I've had it! No more! I'm leaving and don't ask me to come back because I am leaving for good! (sobbing) Good bye! (Stomps out of tire room.)

Man: (Turns to an offstage room and yells.) Alice, dear! The maid just quit.

THE DREAM

This is a skit for two guys.

Person #1: Last night I dreamed that I went to heaven.

Person #2: Oh, really? What was it like?

Person #1: Well, as I was walking up to the pearly gates, I felt something tugging on my arm. I looked around and there was an old ugly woman chained to my wrist. I tried to get her off, but I couldn't. She was chained on there for good!

Person #2: Sounds more like a nightmare to me! What did you do?

Person #1: I saw Saint Peter standing there at the gate, so I asked him why that old woman was chained to my wrist.

Person #2: What did he say?

Person #1: He said that I had lived a pretty rotten life while I was on earth, and that that old woman was the „burden“ that I was going to have to bear with me throughout eternity in order to pay for all the rotten things I had done. I was just stuck with her.

Person #2: Why, that's terrible. But at least you were in heaven.

Person #1: That's the way I decided to look at it. So, I went on into heaven, just dragging my burden along behind me. And guess what? While I was walking along those streets of gold, I saw you up in heaven too.

Person #2: I was in your dream?

Person #1: You sure were. And you had a woman chained to your wrist, too!

Person #2: Oh, no!

Person #1: But she wasn't ugly. She was young and beautiful!

Person #2: (smiling) I had a beautiful girl chained to my wrist? Hey, I think I like your dream after all!

Person #1: I didn't think it was fair, so I went over and asked St. Peter why I had an old ugly woman chained to my wrist, while you had a pretty girl chained to your wrist.

Person #2: So what did he say? (smiling)

Person #1: He said, „Well-that's because that pretty girl lived a pretty rotten life, too!“

THE NEWSBOY

Newsboy: Extra! Extra! Read all about it! Two men swindled!

Man: I'll take one. (Looks at paper.) Hey, there's nothing here about two men being swindled!

Newsboy: Extra! Extra! Three men swindled!

Skits

THE INHERITANCE

Girl: I think you only married me because my father left me a lot of money!
Husband: That's not true. I couldn't care less who left you the money!

MONK MONOTONY

This skit is for three people: the Main Monk, Monk Monotony, and the sign carrier. You will need one sign that reads „Ten Years Later.“, The scene is in a monastery where Monk Monotony has taken a vow of silence.

Main Monk: So, Monk Monotony, you have just taken a vow of silence? (Monk Monotony nods head.) Do you know what this vow of silence mean (Monk Monotony nods head.) That's right. You may not speak for ten years-and even then you may say only two words. You may go now.

(Monk Monotony exits. After about 20 seconds in which the Main Monk does nothing, the sign carrier enters slowly from right and exits slowly to the left, carrying the sign which reads „Ten Years Later.“ Monk Monotony enters.)

Main Monk: Well, Monk Monotony, your first ten years are up, and you may now say your two words.
Monk Monotony: Hard bed.
Main Monk: You may go now.

(Monk Monotony exits. After about 20 seconds in which the Main Monk does nothing, the sign carrier enters slowly from right and exits slowly to the left, carrying the sign that reads „Ten Years Later.“ Monk Monotony enters.)

Main Monk: Well, Monk Monotony, your second ten years are up, and you may now say your two words.
Monk Monotony: Bad food.
Main Monk: You may go now.

(Monk Monotony exits. After about 20 seconds in which the Main Monk does nothing, the sign carrier enters slowly from right and exits slowly to the left, carrying the si-n that reads „Ten Years Later,.“ Monk Monotony enters.)

Main Monk: Well, Monk Monotony, your third ten years are up, and you may now say your two words.
Monk Monotony: I quit. (He begins to exit immediately.)
Main Monk: (to Monk Monotony as lie is leaving) Well, I am not surprised. You've been complaining ever since you got here.

Skits

Pumpkin Patch Patter

Characters: Speaking parts: Twelve boys dressed as pumpkins.. Mother and children. Non-speaking part: Other boys maybe dressed up a pumpkins sitting on stage at the sides. (If you don't have this many parts double up on the speaking parts)

Setting: Pumpkin Patch sign in placed on stage. The 12 pumpkins sit on floor in single file. Mother and children enter and remain on stage pretending to look at the pumpkins.

Costumes: Boy's may either make actual pumpkin costume or may make large paper pumpkins and pin them on their clothing.

Props: One sign saying "PUMKIN PATCH" 12 signs saying "THE END"

Pumpkin 1: (Angrily) Well, here we are once again. I hate being a pumpkin.

Pumpkin 2: I know what you mean. Pretty soon they'll all be over here poking and squeezing...and trying to decide how to dress us up.

Pumpkin 3: (Loudly) I'm tired of being CARVED! IT HURTS!

Pumpkin 4: (Smiling) I wish they'd give me a pretty smile and not tooth decay.

Pumpkin 5: (Wiping his brow) And that candle so hot. Boy, were they glad I used DIAL!

Pumpkin 6: Well, it's better than crayon all over your face. They really get carried away. I even had a beard and moustache.

Pumpkin 7: Be thankful for a beard and moustache. How would you like to be wearing a girl's wig! I was humiliated!

Pumpkin 8: At least a wig is soft. The family I was with stuck gourds all over my head. Two ears, two eyes and a big nose!

Pumpkin 9: I keep getting a spot on the window sill. I need more room than that. You can't imagine the bruises I have from falling. (Rubs his back)

Pumpkin 10: (Very indignantly) Well, I resent when they decide to build a pyramid with two or three of us. They call it a pumpkin man. I call it sore shoulders.

Pumpkin 11: (Disgustedly) I've been listening to you all complain for the last 10 minutes, and not one of you mentioned being put outside. Every year, for one solid week, I get the place of honor on the front porch.

Pumpkin 12: (Shaking his head in agreement) Me, too. The least they could is take us in when it rains, or give us a raincoat.

Pumpkin 1: (Pointing to the family coming over) Be quiet; here they come. Maybe we'll be too small or the wrong shape.

Children: (Excitedly) Mommy, over here! Look at all the pumpkins!

Mother: Why, these pumpkins are too small and are all twisted out of shape.

Pumpkins: (In unison) Thank goodness!

Mother: (Very slowly says as she is eyeing each pumpkin) But...they'll make perfect... pumpkin pies.

Pumpkins: (Groan in unison) Oh! NO! (All hold up sign saying, "THE END".)

Skits

Fresh Fish

Several Cubs present this skit. The first Cub hangs up a large sign that reads "Fresh Fish Sold Here".

He remarks: "it was difficult and expensive to have this sign made."

Second cub criticizes the sign saying "You don't need the word FRESH - you wouldn't sell the fish if they weren't fresh, would you?" He then tears off the word FRESH. Sign now reads "Fish Sold Here"

Third Cub says, "Why use the word HERE? Everybody knows it's here." He then tears off the word HERE. Sign now reads FISH SOLD.

Forth Cub says, "Things are always sold. That's why you have the fish out here. So you don't need the word SOLD" He then tears off the word SOLD leaving only FISH.

Fifth Cub says, "Look, friend, you don't need the word FISH... you can smell them for ten blocks!" He then takes away the word FISH.

Campers and Bears

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

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

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

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

Earwash

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

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

The Lighthouse Story

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

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

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

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

Skits

The Wide Mouthed Frog

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

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

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

Frog: OOOOOHHH

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

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

The bird replied: "I feed my babies worms."

Frog: OOOOOHHH

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

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

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

Frog: oh

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

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

Two Cannibals

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

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

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

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

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

Skits

The Candy Store - Another Version

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

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

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

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

#1: "Can I help you?"

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

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

#2: "Thanks anyway" and leaves dejected.

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

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

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

#1: "Why, sure I do."

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

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

Emergency Test

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

Announcer: "This is a test."

All: Hmmmmmmmmmmm, (Or Beeeeeeeeeep)

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

Skits

Joe and the Button Factory

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

Yo, my name is Joe,

And I work in a Button Factory.

I've got a wife, three kids,

And that's enough!

One day my boss said to me,

Are you busy, Joe?

I said, no.

He said then press this button with your right hand.

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

Dr. Frank N. Stein and Igor

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

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

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

Repeat until all salesmen are gone.

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

Another CPR Skit

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

Do this for a little while.

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

First person: "Ok, ready"

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

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

Skits

French Restaurant

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

Props needed: two chairs, two glasses of water

Cast: at least three people

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

The two people then walk on stage and sit down at the table. The owner asks the guests if they know what they want and the guests say no, so the owner offers to bring them some water while they decide. When the owner comes back with the water he sets it on the table (audience volunteer) and the guests tell him they are ready to order. The guests then order all types of non-French food (hamburgers, spaghetti, pizza). Upon them doing this the owner gets very upset, arguing that they cannot eat that at his restaurant, as they can order only French food. This goes on for a couple of minutes, the guests ordering non-French food and the owner saying they cannot have it. Finally the guests get up and upset, tell the owner they are leaving for McDonalds, and leave. The owner then turns to the audience and tells them that he hopes they enjoyed the skit, and exits, too. This leaves only the audience volunteer, who, with two cups full of water on his back, cannot go anywhere!

Top Secret Mission

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

Scout 2 (Checking Everything) Brakes?

Scout 1: Check

Scout 2: Speed?

Scout 1: Check

Scout 2: Oxygen?

Scout 1: Check

Scout 2: Gas

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

Skits

Country Scouts in the Big City

Two scouts enter campfire circle

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

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

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

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

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

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

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

#3 comes up, obviously a city scout..

#3 - Hey what are you guys doing?

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

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

#1 Yeah, but it is fun.

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

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

#3 Not me guy...

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

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

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

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

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

#1 and #2 put the circle back.

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

Skits

The Rough Riders

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

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

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

Camper 2: No thanks. You can.

Camper 1: All right... Good night, [gets inside tent, both get in sleeping bags and go to sleep]
[we hear cries from the shadows and from their respective directions, in order, NOT in unison]

North: From the North!

South: From the South!

East: From the East!

West: From the West!

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

Camper 2: Hey Camperi, can I please come inside. These four guys came in and b—

Camper 1: Oh, come on, you were only dreaming. Go back to sleep. [Camper 2 lies back down but doesn't go to sleep, being afraid] [The Rough Riders call out again and repeat the same sequence]

Camper 2: Camper1, can I _PLEASE_ sleep in the tent. Those four came out ag—

Camper 1: All right, all right, [reluctantly]

Camper 2: [let's out quiet "Yes!"]

[They trade places]

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

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

Skits

Talking Dog

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

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

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

The waiter looks very skeptical.

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

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

Reluctantly the Waiter agrees.

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

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

Dog: (barking)" Roof"

Man: "What is the opposite of smooth?"

Dog: (barking)"Ruff"

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

Dog: (barking)"Ruth"

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

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

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

Tank! Tank!

PERSONNEL: Four or more Scouts

EQUIPMENT: Sticks

Scout One: Sir, Privet Moore reporting.

Scout two: Good we got a war going on out there and we need your help on the front lines. But I'm all out of guns. So carry this stick and every time you see an enemy point it at them and yell Bang!Bang!

Scout One: (Confused) Yes Sir.

Scout one walks around and Scout Three enters holding a stick which he points at Scout One.

Scout three: Stop halt!

Scout One: Bang! Bang!

Scout Three drops dead melodramatically. This happens a few more times to allow for all the Scouts you need to participate. Finally Scout one comes across Last Scout

Last Scout: Stop halt!

Scout one: Bang! Bang! (Nothing happens) Bang! Bang! (Still nothing) Bang! Bang! (Nada)

Last Scout: CLANKETY CLANK, I'M A TANK!

Scout One drops dead melodramatically.

Skits

THE YELLOW BANDANA

Actors: 1 magician, 1 volunteer

Props: 1 yellow neckerchief, 1 banana, 1 jacket, 1 shirt with front pocket (like a Scout shirt)

The magician is on stage, with the yellow bandana and banana placed behind him (preferable on a table, but the ground will work), in plain sight of the audience. He is wearing a shirt with a front pocket, and a jacket on top of it. Unbeknownst to the audience he has a banana in the inside pocket of his jacket. He explains to the audience that he is about to perform a great magic trick and asks for a volunteer to help accomplish this feat. Of course, a million hands will go up, but the person playing the part of the volunteer should jump up and down, make obnoxious "Oh, Oh, Oh" sounds, and yell in an over-enthusiastic kind of way "Pick me! Pick me!" repeatedly, until it becomes obvious to the magician that in the very least he needs to pick this person just to quiet him down somewhat. When he is chosen, he should hoop and holler and just live it up as he makes his way to the stage. Messy, sloppy dress (shirt untucked, hat on sideways, etc.) will really help him fit the part. He should also act slightly mentally challenged (i.e. slow). When the volunteer gets on stage, the magician (after a little chat with the volunteer so the audience gets the impression that he is truly mentally challenged) should tell him to stand behind the table containing the objects mentioned before, so as to be out of the magician's view. He then explains to the audience that he will attempt to transfer the object on the table from the volunteer to his front shirt pocket. He should demonstrate that the pocket is empty to the audience. He should tell the volunteer (keeping his eyes toward the audience) that he needs to follow every instruction he is given very carefully, and that he cannot speak at all or the magic will network.

Now comes the fun part.

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

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

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

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

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

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

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

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

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

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

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

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

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

Skits

Getting Into Heaven

NEED: 5 or more scouts (! Is a reporter, 1 is an Angel)

Reporter: Here we are at the Gates of Heaven.

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

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

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

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

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

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

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

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

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

Angel: How did you suffer?

Scout 3: I'm in (Pick someone's name who can take a joke.) den!

Angel: Well, come on in!

King Neptune's Chorus

Cast: Oliver, Samuel the Sea Slug, Denny the Dolphin, Wally the Whale, Timothy Tuna Clarence Clam the Conductor.

Setting: Boys on stage in chorus formation. Timothy to one side as soloist.

Clarence: Fishes and Fishettes, tonight for your listening pleasure, we have King Neptune's Chorus with Timothy Tuna as the featured soloist and yours truly, Clarence Clam conducting. (Chorus is warming up, when Clarence raises his arms, they look forward and begin to sing:)

Chorus: (tune: Mary Had A Little Lamb)

King Neptune was a little shrimp

Little shrimp, little shrimp

King Neptune was a little shrimp ...

Timothy: Please pass the cocktail sauce (Loud, high and offkey)

Samuel: Can I do the solo? Timothy is soooooooooo bad!

Wally: Ahh! Timothy can't help it, you know he's really small.

Clarence: Alright, that's enough, you guys can pick your friends, you can pick your nose but you can't pick the soloist.

Oliver. Clarence is right! Let's try it again.

Chorus: King Neptune was a little shrimp

Little shrimp, little shrimp

King Neptune was a little shrimp ...

Timothy: Please pass the cocktail sauce (Loud, high and offkey)

Denny: That's awful, he is so off tune!

Clarence: Well guys, you know that you can tune a guitar, you can tune a piano, you can even tune a fork but.....

All: YOU CAN'T TUNA FISH!!!!

Skits

THE INVENTOR

CHARACTERS: Three or four boys. (More can be added.)

SETTING: First boy is sitting on a chair (bed). Toys are scattered around the room. He is deep in thought. Several of his friends have come to see him.

(Friends enter.)

ALL: Hi! What are you doing?

BOY 1: Just thinking.

BOY 2: Thinking about what?

BOY 1: My invention.

BOY 3: Are you inventing something?

BOY 1: Sure! I want to be famous like Alexander Graham Bell or Thomas Edison.

BOY 4: What are you going to make? Maybe we can help.

BOY 1: Really? Do you all want to help?

ALL: Sure!

BOY 1: O.K. (getting up) First of all, I need a big box. There's one in my closet. (One of the boys goes offstage to get the box)

BOY 1: Then I need two toy airplanes. (Another boy picks them up off the floor)

BOY 1: And I need some kite string. (Another boy picks it up) (Continue until all toys are picked up off the floor)

BOY 1: Last, I need some rags. We can use my clothes for that. (They all pick up the clothes)

BOY 1: Now, put everything in the box. (Looks around the room) Well, that just about takes care of it.

BOY 4: Takes care of what?

BOY 1: My invention. I just invented a way to get my room cleaned before my mom gets home!