

# The Campfire Booklet

This campfire booklet provides a short list of the many resources available to make a successful campfire program. It contains Openings, Closings, Cheers and Skits. It is compiled from a variety of sources all over, from books to the Internet. Feel free to print it out and keep it close for quick reference at all your camps.

Downloaded From:  
Scoutscan.com  
<http://www.scoutscan.com/>

## **Openings And Closings**

### **Opening**

This is my favourite campfire opening because it's the easiest for me to remember. But it's effective. For this one, try to determine which ways are North, South, East and West, then face each direction as you say it. Even if you don't know the correct directions, it's still effective.

From the North

From the South

From the East and the West,

Let all the spirits of peace come and join us.

### **Closing**

(Again on this one, face the direction that you mention.)

Our Spirit from the North

And our Spirit from the South have left;

Those from the East and the West have also withdrawn;

Now let us slumber quietly until the dawn.

## **Opening Campfire Activities**

Beforehand, organize your program and write it out however you please -- then roll it up and tie it to the end of a long string, say 15 feet long. Lay out the string on the ground, out of the way from tripping feet, with the program on the far end. Getting the attention of the crowd, ask, "I hope that there is a program for this evening?" at which point, a pre-chosen participant ceremoniously responds, "Yes, Skip, here it is." Skip pulls the string and in comes the program. Short and cute. Vary your entries by folding the program and stuffing it in a film can equipped with a parachute (and therefore from a distance, throw it in the air and let it drop in.) Or present a sandwich with the program in it to Skip. By having a few standard, easy to put together things (ie. always use the same string, film canister and whatever else pre-made and kept in a small box or bag and carry it with you, therefore always being able to choose the appropriate opening depending on the location and the mood you want to set.

### **Rain in the forest**

Everyone should be in a circle. The leader is in the center and goes around the circle leading the participants. Participants should only begin the action lead by the leader as he comes around to their spot -- if they are doing something different from the leader (ie. after he's changed actions), they should still continue what they were doing until the leader comes around again to their position and changes the action.

## Actions

Rub hands (lightly)

2 fingers alternating tapping the palm of the hand

2 fingers tapping the palm of the hand together, a little harder

Lightly slap the knees

2 fingers tapping the palm of the hand together as above

2 fingers alternating tapping the palm of the hand

Rub hands (lightly)

Stop

## Indian Stick Race

Here's an easy one for when you have a lot of space around a campfire:

Take two or three easily distinguishable sticks of equal dimensions (perhaps some 2x2 painted different colours at home) and get two or three people to race around the fire while kicking the stick. First one around wins.

## Jack's Alive

Take a stick with the end glowing and pass it around the fire. Each participant is to blow on the glowing ember to keep it going and says, "Jack's Alive", and passes it on. He or she who does not manage to keep it going must go up to the front and be ceremonially marked with the charcoal end. It's really a lot of fun and becomes fast paced, particularly when the ember begins to die out.

## The Listening Game

"This is the listening game. If you listen very carefully, you will know who it is."

This is the basic line you use. For every part of each word, point at someone and continue. Vary what you say and the order in which you point at people, even pointing at people in the crowd at random – a good aerobic workout! The person who is it is the first person who speaks when the line is finished -- but of course don't tell anyone that. Those who catch on early can merely be the first to speak and say "I know who it is," or make any other relevant or irrelevant comment. The pointing at people completely fools them. Of course this is a game you can do only once every few years, because until you have a complete turnover, the kids all know how to determine who's it, and it becomes boring fast if most people know how the game works.

## Crossed -- or uncrossed?

Pass two staves around the fire, one at a time. Passers may alternately pass them crossed or uncrossed, but they say, when passing, "I received the staves (crossed or uncrossed as applicable) and I pass them on (crossed or uncrossed as applicable.)" To determine whether you say "crossed" or "uncrossed" depends on whether A) when receiving, whether your passer's legs is crossed or not, and B) when passing, whether your legs, and not the staves, are crossed or uncrossed. A person's response has nothing to do with the crossing of the staves -- reverse what you say but keep them the same, or vice-versa, depending on the situation. Of course the random crossing and uncrossing (at least by those who

know how the games works,) fools people, and they try to keep track of first how they received it and therefore directly applying crossed or uncrossed, then reversing meanings, then other variations (such as perhaps counting the number of times it switches back and forth and trying to apply an independant method?) It's also quite difficult to be discreet about crossing and uncrossing your legs -- it can be very difficult to do. An alternative is to play exactly the same way but whether you say crossed or uncrossed depends on whether or not YOUR legs are crossed. Of course the need for discretion in crossing and uncrossing your legs is greater, but it has to be obvious.

### **Rap Songs**

Eric Turcotte needed a moment to straighten a thing or two out in the middle of a campfire, so he asked each patrol on our Scout Part II to come up with a rap song within the space of 2 minutes. Doubles as a way to delay/get extra time for an upcoming event, and acts as its own event whether or not there is an alterior motive.

### **The Alphabet Nursery Rhymes**

Another idea from Eric. We would go through the alphabet as a whole sung to a beat, then at the end of each rendition of the alphabet, a member of each patrol was to sing out a verse from a well known nursery rhyme. Simple, but fun.

### **Story-Building**

We often camp with a group of 3 families - parents & children aged 45 - 10. Around the campfire we make-up limericks and play a story-game during the S'more-making: One person starts a story like "There was a boy named Tom who lived on a tropical island"... then the next person adds something and on and on. Our only rule is that Andre Agassi is somehow in every story... okay, so it gets a little strange! (note: The idea here is that you have the story game with a rule that something or someone HAS to appear in the story, OR that something that typically would be expected to appear in any such story MUST NOT appear in the story.)

### **Campfire Cheers**

#### **Good Cheers**

- Let's give them a Big Hand! (Put your hand in the air)
- Let's give them a Round of Applause! (Applaud in a circle or make a circle and hit hands together)
- Is it a 4? (no!) 3? (no!) 2? (no!) 1? Yes! It's Wonderful!
- Superrrrrrrrrrrrrrrrrrrr Man!
- Seal of Approval (stretch out arms, clap and make quick seal barks)

## Bad Cheers

- Peel a banana, then Splat! it with your hand
- 3 Chinese cheers (Phooey X 3)
- 3 Japanese cheers (Crap X 3)
- Watermelon cheer
- What happens when you sharpen a pencil too long? There's no point!
- Big deal! (Deal cards)
- Is it a 1? (no!) 2? (no!) 3? (no!) 4? Yes! It's for the birds!
- Ghost Cheer (Boooooooooooooo!)
- Cookie Cheer (Crumbly)
- One-handed Round of Applause (Shady -- fast sweeping motion with one arm)
- Guillotine (Creek! as pulling up -- Lock it -- cut rope -- Swish! Head rolls, # of times done)
- Home Alone cheer (Slap your face lightly with both hands at the same time, keep them there, then scream in "pain")

## General Cheers

- Yaaaaaaaay! (in a circle)
- Ogy Ogy Ogy! (Oi Oi Oi!) X 2 Ogy! Oi! Ogy! Oi! Ogy Ogy Ogy! (Oi Oi Oi!)
- Firecracker (in a circle)
- Clap to a rhythm dictated by a head clapper
- The Mouse Clap (Clap only by opening & closing fingers together)
- Turtle Cheer (Pantomime a turtle coming out of shell, and say "oirrrrrr")
- Penguin Cheer (move like a penguin)
- "Home Alone cheer" (hands to your face and scream "AAAAAAHHHHHH")

GREAT (Tony the Tiger cheer)

Leader starts quietly starting with GRRR and goes around circle to complete word.

Ziggy

Ziggy, ziggy, hoy, hoy, hoy

Ziggy, ziggy, hoy, hoy, hoy

Watermelon

Take up watermelon in both hands, chomp up one way and spit out seeds, in a Bronx cheer. (For those of you who are purists, the proper terminology is a 'bi-labial fricative'.) Note: this cheer could be considered 'poor taste'.

Skyrocket

In pantomime, the group following the yell leader, plant imaginary rockets in the ground, light a match (on seat of their pants) and apply it to the rocket fuse. As the rocket rises, the group begins to whistle (softly at first and then louder) and

after a short pause, all shout BANG!

Flower cheer

Imitating a flower growing, you rise up slowly, pausing part way. You look around, then quickly stand erect, yelling 'sprooooooong'.

Round of applause

You clap your hands while holding your arms straight and moving your hands around in a wide circular motion.

Timber cheer

When you point to one half of the group, they yell, CHIP!

When you point to the other half, they yell, CHOP!

Then alternate CHIP! CHOP! CHIP! CHOP! faster and faster, ending with a loud "TIMBER!"

Stomp and slap

When you raise your right hand, everyone stomps feet rapidly. When you raise your left hand, everyone slaps thighs rapidly. When you raise both hands, everyone stomps and slaps.

Rain clap

Everyone starts by tapping their right thumbs on the palms of their left hands to represent the first few drops of rain. Then use two fingers, three fingers, four, five and the palms of hands. Increase volume of clapping from soft to loud. Then in reverse sequence back to thumbs on palms, as the rain passes.

Handkerchief Cheer

You throw a handkerchief into the air. While the handkerchief is in the air, everyone applauds and cheers. They must stop the moment it touches the ground. Vary lengths of cheer with high throws, low throws and no throws.

Balloon cheer

Pretending to blow a big balloon, you put your hands to your mouth and puff laboriously. You spread your hands slowly apart at each puff, then fling your arms out, yelling 'BANG'.

Ketchup cheer

Everyone makes a fist with their left hand and slaps the side of their fist with their right hand, as if trying to coax ketchup from a bottle.

Six quick slaps and then the ketchup comes out in one big noised dolled:

Slap-skip-slap-slap-skip-slap-balloons!

Mosquito

Z-z-z-z-z-z-z-z

(Trace flight of mosquito with finger)

Clap hands once for the swat saying 'Gotcha'.

### Zig-a-mala

In this yell, the leader shouts ZIG-A-Mala three times, each time increasing the volume and each time the campers answer Z-E-E-E. After the third Z-E-E-E, the leader throws up his hands, and all shout together, WHA.

### Bouncing Ball

Using a golf ball (preferably) Have the group yell 'Pow' every time the ball hits the floor when dropped initially from an outstretched hand above the head, or thrown up.

### Be Prepared

Be Prepared, Be Prepared,  
Shout it out, Shout it out.  
Pioneer, Voyageur,  
Pathfinder Scout !

### Big Hand (For a 'Ho Hum' Skit)

The cheer leader says: "Alright ! Let's give that skit a Big Hand."  
Upon which, everybody silently holds one hand, palm open, up in the air.

### Boomalacka

Boomalacka, Boomalacka,  
Bow-wow-wow.  
Chingalacka, Chingalacka,  
Chow-chow-chow.  
Boomalacka, Chingalacka,  
WOW ! WOW ! WOW !

### Bravo (For an excellent performance)

The cheer leader says: "That deserves a Bravo ! We'll do this in a circle." He then proceeds to have one end of the circle start with the 'BRR' sound and proceeds to point around the circle while they do the 'AVOOOO' sound. The sound level should rise as more of the circle comes in.

### Bravo (For an excellent performance)

The cheer leader says: "That deserves a real cheer. Give me a 'B' (and the group responds with a resounding 'B'), give me an 'R', etc. When all letters have been called, "What have you got ?" (response to all: BRAVO !)

### Buffalo Bonzo (For a 'corny' skit)

Bonzo  
Buffalo bonzo  
Buffalo buffalo bonzo  
Cuckoo, cuckoo, cuckoo !

Bury it (When a skit has been seen too often)

Cheer leader: "I think we had better bury that skit. Alright, everybody stand up and dig a big hole with your shovel (suitable grunting sounds and shovelling actions), now throw the skit into the hole (thump) and cover it up (more shovelling and grunting), now, jump on it to keep it in there. (Everybody jumps up and down three times.)

Clam Cheer (For an 'O.K.' to poor skit)

The cheer leader says: "O.K., do you know the sound a clam makes? Alright then, put your hands together at the wrist and hold them away up in the air like this (demonstrates). Now, move your hands together like a clam shell. (Everybody moves curved hands open and closed five times.)

Thank you.

Fireworks (For a good performance)

One half of circle: Place the palm of your hand in front of your mouth and keep it moving in a circular motion while hissing.

Second half of circle: Starting a couple of seconds after the first half, the rest of the circle whistles down the scale. (Doh, Te, La, So, Fah, Me, Ray, Doh.)

When the whistlers get to the bottom of the scale, everybody responds with a well rounded Boom !. Repeat all and Boom twice, repeat all and Boom three times.

For Goodness Sake (For a really corny skit)

Cheer Leader: Give me an OFER !

Circle: OFER !

Cheer Leader: Give me an OFER !

Circle: OFER !

Cheer Leader: Give me an OFER !

Circle: OFER !

Cheer leader: What have we got ?

Circle: OH FER GOODNESS SAKE !

For the Birds (For a 'dumb' skit)

Cheer Leader: That calls for a High Flying Cheer. Was it a ONE ?

Circle: NO !

Cheer Leader: Was it a TWO ?

Circle: NO !

Cheer Leader: Was it a THREE ?

Circle: NO !

Cheer Leader: Was it a FOUR ?

Circle: YES ! FOR THE BIRDS !

Good Heavens (For an unusual skit)

The Cheer Leader says: "Let's give this something really GOOD. Repeat after me."



Cheer Leader: Good.  
Circle: Good.  
Cheer Leader: Good  
Circle: Good  
Cheer Leader: Good Heavens ! What next ??  
Circle: Good Heavens ! What next ??

#### Bird Watcher Cheer

Stand. Tuck hands under armpits, flap 3 times while doing the sound of your favourite bird.

#### The Lone Range Applause

Where does the Lone Ranger take his garbage?  
To de dump, to de dump, to de dump, dump, dump...

#### Bikini Applause

Clap with only index fingers. That's why we call it the bikini applause.  
Because there's nothing to it.

#### Relay Applause

Start at one side, have each row slap the hand of the person next to them, so on down the line.

#### Misc

Match Applause... Pretend to light a match on the seat of your pants, say Yeeoooooooooww!!

Hankey approval... Drop hankey, applause only while hanky is in the air

Supersonic... Silently wave arms, open mouth as if cheering, wait several moments, then yell loudly...

Round of applause... Clap in a circle

Give a big hand... Hold up hand

Ketchup bottle... slap back of other hand

Politician applause... pat your self on the back

Seal of approval... put elbows together, clap, and Arf Arf Arf

Cheese applause... Grate, grate, grate...

Leaky tire applause... HISS...

Cookie... Crumby, crumby, crumby...

Ghost applause... Boo...

Arizona applause... Yucca, yucca, yucca...

Oil refinery applause... Crude, crude, crude...

Good Turn Cheer... Stand up, trun around, and sit back down.

Rattlesnake Applause... Hisssssssssss...

Canned Laughter... Laugh when lid is removed from a can, and stop when lid is closed.

Flea Clap... Applaud by clicking the nails of the thumb and finger together.

Doctor... Open mouth, stick out tongue, say Ahhhhhhhhh!

Hand and Foot... Applaud with striking hand on foot.

Mosquito... Rapidly slap face, neck, shoulders.

Slow Motion Applause... Cheer and applaud in slow motion.

The Uncoordinated Applause... Clap hands, but miss completely.

Balloon cheer

Pretending to blow a big balloon, you put your hands to your mouth and puff laboriously. You spread your hands slowly apart at each puff, then fling your arms out, yelling 'BANG'.

Bouncing Ball

Using a golf ball (preferably) Have the group yell 'Pow' every time the ball hits the floor when dropped initially from an outstretched hand above the head, or thrown up.

## **107 Sample Skits**

1. Peanuts (Judge or Building)
2. Ugliest Man in the World (or Bad Breath)
3. Is Captain Kidd Scared of Himself? (Yes, No One Else)
4. How Do I Do That? (Or Honourable Garbagemen Pick Up Garbage)
5. You've Broken the Rules! (Buddy Up!)
6. Karate Orientale (Gun From Sears Catalogue)
7. The Beer Commercial (But Sir! We're Out of Film!)

8. The Dumb Actors (We're the Cleaners!)
9. Pass the Pepper (Coloured Peppers & Toilet 'Pepper')
10. The Bubble Gum on the Street (Dogs Peeing on it)
11. The Bubble Gum in the Studios (More Light Here)
12. Submarine Training (Raincoat & Pan of Water, in Storm)
13. The Olde Lighthouse (Rocks Holding It Up)
14. Is It Time Yet? (Switch Shoulders When Yes)
15. JC Penney (Great Boots, etc.)
16. Flora the Flea (But That's Not Flora! or Applaud)
17. The Party Warehouse (Just Two Suckers on a Stick!)
18. The Statue Warehouse (Aquaman Spits Water)
19. The Greatest Spitter in the World (Round the World)
20. The Bigger Jerk (Lawnmower)
21. We Ain't Got the Money for the Mortgage on the Farm
22. Peanuts in the Lake (Kid Can't, All Else Do, Biodegradable)
23. Sounds of the Lost Scoutmaster (Where in the World Am I?)
24. The Highest Tree Climber in the World (400 Ft.)
25. The Post Office (Toilet Paper) / King's Royal Paper
26. Super Clutz (Kid's 25 Cents)
27. I Gotta Go Weee! (In the Middle of the Night)
28. The Inspection (Kids in Messy Uniforms)
29. 7 Jerks on the Line (Went Fishing, Talking on the Phone)
30. Damn! (Actors Act, Director Stops at Damn, at End Says Damn)
31. The Pilfered Warehouse (We Make Boxes!)
32. The Greyhound Bus (Shopper Gets Hit by a 'Dog')
33. Echo Point (Good Food at Camp... Baloney!)
34. There's A Bear! Where? Over There! (He Fell Over)
35. Spring is Sprung! (Sap Running Through the Trees)
36. Nosebleed (I Don't Know What These Guys Are Doing, But...)
37. Would You Hold My Box? (Dog Inside, Tastes Like Ice Cream)
38. Rise, Walk, and Kill, Igor (Bill Collectors)
39. The Viper (At Noon, Vere's de Vindows?)
40. Granny! Wake Up! (Guys Under Blanket Give Sign on Rump)
41. You Don't Say! (Who Was on the Phone? He Didn't Say!)
42. Waiter! (Fly in Soup, in Ice Cream, Into Winter Sports)
43. Why Are You Late? (Dead Horse, Taxi, Car, Jogged)
44. Highest Jumper in the World (Can't Move)
45. The New Car/Bike (4 Wheels Lose Air, Need Nut To Hold It Up)
46. A Talking Martian! (Horses Talking About Day on Track)
47. The Biggest Turkey (Small Things Big, Spit on Item Giver)
48. The Operation (Find Things Inside, But I've Got A Cold!)
49. The Well-Trained Elephant (Not Toilet Trained)
50. The Jump (All Bad News, Reporter Gets a Story)
51. Is a Train Passing Today? (Compass Points, No, They Cross)
52. Shut Up! (Are You Looking For Trouble? Yes, She's Lost)
53. Food, Water & Mirror on the Sahara (Combing Hair)

54. You Need A Tie, Sir (Can't Get Into Restaurant For Water)
55. A Hot Meal! (Guys Throw Up Or Taxi Driver Got 5 Course Meal)
56. Can You Do This? (Man With Exercises, Can't (2 People))
57. 3 Priests in Crowded Heaven (Adam, Eve, That's a Hard One)
58. Cub Shop (Uniform Bit by Bit, How Go To Cubs, No Uniform?)
59. We Hit! (Full Speed, Left, Right, Get Rid of Water in Sub)
60. The Infantry is Coming (Small Tree)
61. Keep Canada Beautiful Contest (Guy Combs Hair, Put in Trash)
62. Trimming the Christmas Tree (Is This Alright? (Stick))
63. Join the Army! (Teaches Karate, Judo, Hurts Himself)
64. Brain Shop (Someone in Crowd, Why so Much? Never Been Used)
65. Pet Shop (3 Rare Turtles Die, Why? Wanted Turtle Wax on Car)
66. The Pirate Family (Pirates Through the Ages, We Gave Cubs)
67. What's 2+2? (Guy With Right Answer Killed, Knows Too Much)
68. The Ghost of Midnight (Shut Up, It's Only 11:45)
69. What's the Problem? (We Don't Have a Skit!)
70. Did You Have V-8? (Punch No People, Old Lady Yes, Hits Him)
71. I'm Gonna Get You! (Robber Looking for Peanut Butter)
72. Good Soup! (Get Out of My Dishwater!)
73. News Flash! (2 Weeks Ago, The Other Day, Editor Gets Shot)
74. I'm Russian! (I'm Late and I'm Rushin Too!)
75. Have You Seen my Belly Button? (Ah There You Are, Bad Dog!)
76. Learning the Alphabet (Where's the P? Running Down my Leg)
77. The New Badge (Different Designs, Likes Old Badge)
78. The Babies & Dads (From 2 Mountains, 3 Rivers, 1000 Islands)
79. Firing Squad (Looking for F-I-R-E in Crossword)
80. Jumbo Burgers (Special du Jour, Radio Says Elephant Dies)
81. Big Itch (People Take Bench, Scratch a Lot, Works Alla Time)
82. Learning English (Frenchman Buys Radio, Crackles in English)
83. Saloon (Brag About Courage, Gunfire, All Run Out)
84. The Wrong Skit (Do Intro, Karate Guy Enters, Oh! Wrong Skit)
85. Ghost With One Black Eye (Keep It Up, You'll Have Another!)
86. The Heart Attack (Do CPR, All Switch When Fails)
87. The 5th Floor (Only 4, Slapped At All 4, Slaps When At 5th)
88. Bus Driver (Did You Change Your Socks? Yes, Here's Old Pair)
89. The Thirsty Fishermen (How Can On H2O? Didn't Mention Rocks)
90. The Screwy Navel (Why Screw, Not Navel? To Hold Up Butt)
91. Bear Hunt (Two Hunters Fight Over Bear, Bear Scares Them)
92. Border Crossing (Broom & Fake Gun, Gets Shot By Fake Gun)
93. The Shrimpy Boxer (Shrimp Wins, See Frypan In Slow Motion)
94. Doggie Doo (Run Into Doo, Feel, Smell, Taste, Good Thing No Walk)
95. The Dangerous Tent (Shrimp Gets Beat Up Outside Tent, Exchanges, So Do Bikers)
96. The Complaining Monk (Every Ten Years, I Quit, Not Surprised, Always Complain)
97. What the Heck Was That (OMIGOSH A Cannon Line, Title When Boom)

98. The Spot Announcement (Bark From Audience, Thank You Spot!)
99. The Frightened Hunter (What Over Shoulders? Scared by Poached Deer)
100. The Candy Shop (Kid Buys 5 Candies, Not Today, 3 Candies)
101. The Strange Trees (Army Hit By Bacon Tree, No! Was A Hambush!)
102. The Loon Hunt (Only Way Catch Is Loonful Of Sugar Helps The Melican Go Down)
103. Poor Excuses (Army Hike, All Give Excuse Why Not, All Die, Now I Can Take A Nap!)
104. 49! (What Doing? Jumping, Yelling, Tries, Pushed Into Hole, 50!)
105. Going to Court (Briefcase, Lost the Case, Going to Higher Court, Thrown Out)
106. The Professor's Address (1234 Main Street)
107. The Forgetful Witness

Skits are usually never longer than 3 to 5 minutes and are ideally somewhere around 90 seconds.

Sources of your skits are imagination, Leader magazine, jokes from books, Reader's Digest, campfires, kids, and other leaders.

Watch out for scratch skits from the kids, because they usually aren't funny, are too long and don't make any sense, not to mention the kids forget what they're supposed to say and do. A real bore to watch. Which leads to the next point -- reserve the right to edit or veto the kids' skits, within reason of course. You've got to avoid swearing, hitting, and stupid, no-sense skits. Though I have seen some original beauties from kids, as well as some wonderful modifications from them, both of which through little if any leader intervention.

Generally, a good way to get the kids involved in a good skit is to provide them with a choice of about two or three skits and let them choose a tried and proven skit, then help them modify it to the number of kids available and the theme. Rehearse the skit beforehand. It will increase the kids' confidence and can help to avoid whispering, fumbling, amnesia, arguing about who says what, and all sorts of problems.

This task is impossible, but essential to work on. The boys have to speak up so that everyone can hear them. Who cares how good the joke is if you can't hear it. That's where rehearsing comes in handy.

Cue cards can be useful for the kids so that they can remember their lines. Make poster size cards with large, simple writing. A far out idea, but can be useful if the kids can read. And hey! It may unintentionally turn out to be the gag of the weekend! (How about a skit involving cue cards, and the punchline being "But Sir! We can't read!")

Besides the variations I mention, most of these skits lend themselves rather well

to variation of some sort, allowing for easy use throughout a variety of different themes. I saw "The Beer Commercial" originally as a filming of Romeo and Juliet, "The Dumb Actors" can be a filming of any theme related scene, "Peanuts in the Lake" originally had flat out refusals from the relatives, but was modified for an environmental theme, and "Rise, Walk, and Kill, Igor" can have a Scout Troop selling fertilizer, Dr. Mad's Grandmother visiting and the cable company coming by to install a new TV. Of course, some skits such as "You've Broken the Rules!," "Nosebleed," to some extent "Trimming the Christmas Tree" and "The Infantry is Coming!" are a little more situation specific and depend on prescribed scenery and situations to get the joke done properly. But when possible, decide what you need and then change a skit, even if only minor details mentioned can be changed to fit. The scripts aren't cast in stone.

Avoid rancid skits such as Veech Boton, Ugliest Man in the World, Is it Time Yet?, Nosebleed, and any skit you or your kids have done three times in row (or three times in the past year.) Yes, the kids do love these skits and want to do them again and again, but they become bored sooner or later and start to complain "Not another campfire..." or they call out "I know the joke! He's got a nosebleed!" So try a new skit -- it's just as fun and will improve greatly the enjoyability of your campfires.

Watch out for using or modifying skits that touch on sensitive topics. What used to be considered acceptable jokes no longer are, such as ethnic or handicapped targets. Keep to topics of common ground.

In your skits, a volunteer is usually a pre-selected person who you seem to pluck out of the audience, but of course is planted there. In a pinch, you can just choose your volunteers at random and give them instructions as part of the act. A victim, on the other hand, is a person who is chosen at random or preselected (without their knowledge) to be the butt of the joke. Of course, discretion is advised. Try your good humoured DC or that Beaver leader who just won't run out of energy.

Have a cheerleader. A CM is someone who keeps track of group songs, yells, cheers and skits. Over time, you can start weeding out the good from the bad from the seen too many times and you can get quite a collection -- here's mine!

With many sources you can pick up as many as you desire. Build up a repertoire of one man skits, or, if you have one of those friends who's been with you in your Scouting endeavours since you were a Scout and probably will always be with you till beyond the grave, act as a team and memorize some skits that without even a moment's notice you can use to fill in a space. There are a number of skits listed here that require only one or two participants or whose "volunteers" can usually be chosen at random. Examples -- "The Bubble Gum in the Studios;" "Flora the Flea;" "The Bigger Jerk;" "The Highest Tree Climber" (just have the person talk to himself); "7 Jerks on the Line;" "Spring is Sprung;" "The Viper" (just

two people, same one running in over and over again); "You Don't Say;" "Highest Jumper in the World;" "The Well-Trained Elephant;" "Food, Water and Mirror on the Sahara;" "You Need a Tie, Sir;" "A Hot Meal;" "Brain Shop;" "Pet Shop;" "The Ghost of Midnight;" "I'm Gonna Get You!;" "News Flash!;" "Learning the Alphabet;" "The Wrong Skit;" and "The Ghost With One Black Eye."

Make your skits enjoyable!

### **1. Peanuts**

I've seen two basic versions, the first being the one I learned first as a Scout.

Version 1

Judge, Bailiff, 3 (or more) Scruffy Guys, Peanuts (person)

Setting: Courthouse

Judge: Order in the court! Order in the court! Bring in the first case!

Bailiff brings in a scruffy guy.

Judge: What's your problem?

#1: Duh, I like to throw Peanuts against walls! Hic!

Judge: 30 days psychiatric treatment! Next!

Bailiff brings in two more such characters, one likes to throw Peanuts out the window, into a lake, likes to hit Peanuts with a hammer and so on. Judge responds the same way and becomes increasingly bored, saying "Oh, not another,"

"Why do they send me all the loonies," and so on. Finally the bailiff brings in the last, really scruffy, bloodied, shirt torn, no shoes, so on.

Judge: What's your problem? (Sigh....)

Peanuts: I'm Peanuts! (Passes out.)

Version 2

Narrator, 3 Scruffy guys, Curious Person, Peanuts

Setting: Building Roof

Narrator explains that these four guys are on the top of a building and looking over the edge.

Curious person: What are you guys looking at?

#1: I threw Peanuts over the edge of the building.

#2: I threw Peanuts over the edge of the building.

#3: I threw Peanuts over the edge of the building.

"Peanuts" comes crawling up to the top of the building.

Curious person: Who are you?

Peanuts: I'm Peanuts! (Passes out.)

### **2. Ugliest Man in the World (or Bad Breath)**

Another I know two versions of -- but the joke is the same and you only plug in "Bad Breath" instead of saying the guy is ugly.

UMITW under blanket, Circus Announcer, as many people as you want (say up to 4 or 5), victim

Setting: Circus, Boardwalk

Announcer: Ladies and Gentlemen! Boys and Girls! Come and see the Ugliest Man in the World! (or Smell the Worst Breath in the World!) Ah you, Sir, would you like to try?

#1: Sure, why not! I've got a strong stomach! (looks under and faints (or says, Bad Breath!))

Continue with your other "volunteers." Each faints with, "Oh, Gross," "He's Ugleeeee!" and so on. Bring in your victim and invite him to look (or smell.)

Suddenly, the UMITW faints in a similar manner to the volunteers (or says, Bad Breath!)

### **3. Is Captain Kidd Afraid of Himself?**

Captain Kidd, Other people walking by, Mirror

Setting: Street

C.K.: I'm the roughest, toughest, meanest, ugliest pirate to roam the seas.

Watch this. (Tries to scare first man walking by.)

Man: I'm not scared of you!

C.K. keeps on trying to scare people going to work ("Late for work!") walking the dog (Dog runs up and starts to play with C.K.) kids (they laugh, "Hey! Hallowe'en isn't till next month!") and so on. Finally, he's quite dismayed.

C.K.: Hmm. Maybe I'm not so scary after all. Maybe I should go into movies. (Looks at himself in the mirror.) Ahhh! (Runs away scared.)

### **4. How do I do That?**

There are roughly 255 quintillion quazillion variations of this skit out on the market, including robbers, suicide pills, car crashes and so on. You may more commonly know this one as "Veech Boton?" I'll give you the version I learned and the only non-rancid version I've seen yet.

Version 1

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

Setting: Submarine

Captain: (Looking through periscope) Aim torpedo 1!

2: Aim torpedo 1!

3: Aim torpedo 1!

4: Aim torpedo 1!

5: How do I do that?

4: How do I do that?

3: How do I do that?

2: How do I do that?

Captain: With button 1!

And so on down the line.

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

Captain: Ahch! We missed!

And so on down the line.

Captain: Fire torpedo 2!

And so on down the line, after which is, "How do I do that?" "With button 2!" on down the line. Continue down through to torpedo 4 (or 5 or however many,) each



time the captain becoming more frustrated and annoyed and calling the guy names etc. Each exclamation, for the best effect, should be repeated down the line. Finally, they run out of torpedoes and then...

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

And so on down the line.

5: How do I do that?

Version 2

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

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

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

Finally...

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

### **5. You've Broken the Rules!**

An ingenious one, usually only good at summer camp. Modify as necessary, (or as possible) depending on applicable rules.

Mean Pirate Captain, 6 Pirates, Lifeguard

Setting: Pirate Ship at Sea

Captain: Okay let's see the first o' you. Which rule did you break?

#1: I... I... I ran around in the dining hall when I should have been sitting down!

Captain: Walk the plank! And you?

#2: I pushed into the canteen line, Sir!

Captain: Walk the plank! And you?

#3: I wasn't quiet when the sign was up!

Captain: Walk the plank! And you?

#4: I was talking after bedtime!

Captain: Walk the plank! And you?

#5: I wasn't listening during badgework!

Captain: Walk the plank! And you?

#6: I was playing with the campfire!

Captain: Walk the plank!

Lifeguard comes out.

Lifeguard: Okay guys, BUDDY UP AND NO TALKING!

### **6. Karate Orientale**

I once did this one with a Pirate theme whereby instead of having a karate expert, I had a pirate who was good with a sword. No change in progression or punchline, though.

Karate Expert, 3 Muggers, 1 Mugger with a gun

Expert: I now can feel safe when I walk through the park and not have to worry about muggers now that I know karate from all over the world. For instance, (mugger sneaks up to him, gets a karate chop,) Hiii-Ya! I learned that Japanese Karate Chop in Osaka, Japan. (Another mugger sneaks up.) I learned this -- (flips him) -- the Chinese Mugger Flip -- in Southern China. (Yet another mugger

sneaks up.) I learned the Round the World Kick, like this one (does a turn & kicks him) in Korea. So you see, I'm quite safe in the Park.

Suddenly another mugger runs in and shoots the expert dead.

Mugger: That was a shot from a .45 special I got from the Sears Catalogue!

## **7. The Beer Commercial**

This one I originally learned with a Romeo and Juliet theme. But I started using the beer commercial because it was easier at the time and it stuck with me. A perennial favourite for me -- I've used it many times.

Actor(s), Director, Cameraman, Others in a studio

Setting: Studio

Director: Okay, People! Let's get going!

Cameraman: But Sir!

Director: No interruptions! Action!

Actor, speaking in a dull voice, does a commercial for Scout Beer, talking about its great taste, made from dishwater and leftover porridge, and lots of the special ingredient, "Hop to it," which the Scout leader often said, from Scout camp when..

Director: Cut! That sounded like you don't like the stuff! Sound sincere!

Okay! Let's try it again!

Cameraman: But Sir!

Director: No buts! Action!

Actor begins again, appropriately sincere, and there are the usual interruptions by the director, saying it's too fast, too slow, whispers into the actor's ear (who then checks his zipper) until finally, everything goes smoothly. All the while, the Cameraman keeps on interrupting the Director at the same time.

Director: Cut! And Print! That was fantastic! Let's get out of here!

Cameraman: But Sir! We don't have any film!

## **8. The Dumb Actors**

I once directed this skit and, having prepared it with the kids a few weeks prior to the actual campfire (and the kids being from another group), I'd forgotten that I had to arrange for their brooms. So in the middle of the skit, I remembered about the brooms and quickly ran into the camp kitchen to get the brooms!

It seems to me that this one perhaps could use a little "setting the scene" -- perhaps start off with the "actors" standing around on break, and the Director calling them in, saying that they'd had enough time already. On that note, I once participated in the presentation of this skit. I was a fifth cleaner who was sort of on break, sort of working. I had a coffee cup, a broom, some towels, etc. I would go up and clean the camera, sweep around the son who was lying on the ground, occasionally try to interrupt, but not quite manage to, etc. After a verbatim presentation as follows, I added in, "Yeah guys, let's get back to work!"

Otherwise known as "At the Movies" from the Leader Magazine -- text from the Best of the Leader Magazine Cut Out Pages.

Director, Others in a Studio (Clapper Board, Lighting Men), Mother, Son, Doctor, Undertaker, brooms for the actors

Director: Lights, Camera, Action!

Clapper: Scene one, Take one!

The actors play the scene without the least sign of emotion as lighting people follow and cameraman films. Mother is flipping pancakes at the stove when son walks in.

Son: Mom, I don't feel too well. (He collapses)

Mom: (Goes over, looks at son.) Oh, I'd better call the doctor. (Moves to the phone, dials making click, click, click sounds.) Doctor, come quick. My son's collapsed.

Doctor: (Enters, checks pulse and breathing.) He's dead. I'd better call the undertaker. (Goes to phone, dials making dialing sounds like Mom did.)

Undertaker, you'd better come. I have a dead body here.

Undertaker: (Enters and begins to measure the body.)

Director: (Jumps up.) Cut! Cut! That was terrible. You had no emotion AT ALL! Let's do it again. This time, give me more emotion!

Cast: (Exiting) Right. More emotion.

Director: Lights, Camera, Action!

Clapper: Scene one, Take Two!

The actors redo the scene, using exactly the same words, but with great hammy histrionics. Mom weeps uncontrollably throughout, son dies very dramatically, etc. At the same point as in Take One, the Director yells, "Cut! Cut!"

Director: That was better, but too fast. Let's try again. This time, slow it down. Lights, Camera, Action!

Clapper: Scene on, Take three!

The actors redo the scene in slow motion -- talking slowly, mowing slowly. For example, when the telephone is dialled it goes click ... click ... click ... and after the doctor check's the son's pulse, the son's hand falls slowly back to the floor, etc. The Director yells "Cut!" in the usual place.

Director: That was far too slow! Let's speed it up!

This time the actors do the scene so quickly that the son throws himself to the ground, the doctor is there before Mom can hang up, and so on.

Director: (At the same place) Cut! That was absolutely terrible! Actors? Do you call yourselves actors!??

Cast: Actors? Who said anything about actors? We're the cleaners! (All pick up brooms and exit.)

### **9. Pass the Pepper**

As per usual with repetition skits, the more actors the merrier up to about 6 or 7. One of the first seven skits I learned way back as a Scout.

Setting: Family Sitting at the Dinner Table, talking in a very thick Southern Drawl.

Ma: Pass the peppa, Pa.

(Goes down the line to Pa, who responds)

Pa: Here's the Black Peppa, Ma.

(Goes down the line to Ma, who responds)

Ma: No, not the Black Peppa, Pa.

(Goes down the line to Pa, who responds)

Pa: Oh. Here's the Chili Peppa, Ma.

This goes on through different kinds of Peppa ie. Banana Peppa, Jalepeno Peppa, Red Peppa, Green Peppa, and so on until,

Ma: Can't you pass the toilet peppa, Pa?

### **10. The Bubble Gum on the Street**

One of those skits Cubs just love and laugh at.

Kid, Dog, Basketball Player, Car, Jogger and Old Man

Setting: City Street

Kid: Blowing bubbles is just great. Watch. (Blows imaginary bubble; it pops and lands somewhere on the ground.) Hmm. Where did it go? I should look for it.

(Goes around and exits, still looking for it.)

Enter dog, who stops, sniffs at gum, pees on it, and exits. Basketball player is dribbling ball when it gets stuck on the gum -- he tries to loosen it and finally does. Car drives right over it. Jogger goes by, his foot gets stuck on it; old man comes by and his cane gets stuck on it. Finally, Kid comes back.

Kid: Ahh! There's my piece of gum! (Picks it up, pops it in his mouth and continues chewing.)

### **11. The Bubble Gum in the Studios**

A quick, 2-person skit you can use to fill a moment when a six or patrol isn't ready (but should be.)

Announcer, Boy

Setting: Stage

Announcer: Ladies and Gentlemen! Welcome to the world famous WHEEL OF FISH!

(Boy comes crawling onto stage.) I say, young man, what are you doing down there?

Boy: (Looking up) I'm looking for my bubble gum!

Announcer: Well, where did you lose it?

Boy: Backstage!

Announcer: Then why look here?

Boy: The lighting is better here!

### **12. Submarine Training**

Another 2-person skit you can use on the spur of the moment, if you just so happen to have the props, the main ones being the raincoat and drawings. Story teller, Victim, appropriate sound effects & Helpers, raincoat, cup of water

Storyteller: I need a volunteer to take submarine training. (Put victim under the coat and hold up an arm of the coat to use as a periscope.) Now to be a good submarine captain, you must be able to use the periscope. So let's practice a bit.

Can you see the fire? How about those tents? The table? The moon? The stars?

(Continue until (s)he becomes proficient.) Let's start our mission. You are the captain of this fine submarine, the S.S. Kaput. You are to bring it about on manoeuvres and sink enemy ships. So here we go, in the middle of the Atlantic Ocean. Oh! Here comes an enemy ship to the right! Can you see him? (Show a

drawing of a ship.) Blow him up! (When he fires, sink the ship.) Good going! Now turn the submarine to port, and then to starboard (Left & right.) Oh, Oh -- there's a storm brewing. (Shake him a bit.) Do you see that Island? Try to go there to seek cover. Can you see the waves? My, aren't they big? And they're crashing against the rocks! What a big storm! Can you see it? Can you see the waves? No? (Pour the water down the arm.)

### **13. The Olde Lighthouse**

Storyteller, Person with Flashlight, 4 "Girders" who are collaborators, 4 Victims  
Person with flashlight is the lighthouse -- he holds it on his head and turns around so the light turns around to act like a lighthouse -- also, he occasionally booms out a foghorn.

Storyteller: There once was this lighthouse that did a very fine job of being a lighthouse. It turned around all the time and gave a nice beam of light. It even had a foghorn in it. (Foghorn....) So it was a very fine lighthouse indeed. But after many years of fine service and many more storms, it began to be a little shaky in the wind. (Lighthouse begins to wobble.) So what the authorities did was to put in four girders to support the lighthouse so that it would give many more years of fine service. (Bring in your girders and place them around the lighthouse, facing outwards and bent over on a 45o angle, with arms stretched out. Lighthouse promptly becomes straight again, still continuing to turn.) And it indeed did do that. It stood straight for many long years until again storms caused it to be shaky in the wind. (Wobbles again.) So the port authorities again tried to get the lighthouse to become straight again. They figured boulders around the bottoms of the girders would do a great job, so they placed boulders there. (Place your victims in a crouching position, facing in toward the lighthouse, underneath the outstretched arms of the girders.) And once more, the lighthouse was straight. And it remained so for many, many years. During the first storm the lighthouse had to endure after the boulders were placed, the authorities watched to make sure that the lighthouse survived. They saw the rain coming close; they heard the wind; the water began to rise; and the waves came crashing in on the boulders (Girders start hitting the boulders' behinds.)

### **14. Is It Time Yet?**

I once was involved in a presentation of this skit, and we really hammed it up, as should be done with all skits. We had a sign that said "Bus Stop", and among many other things, we had one person who was a little hard of hearing, and at one point I responded, "As in Parsley, Sage, Rosemary and Thyme?" -- a joke that will no doubt pass over the kids' heads but hopefully reach the adults.

Text from Best of Leader Magazine Cut Out pages

Six to ten players sit in a line facing the audience, legs stretched out in front of them, left leg crossed over right at the ankle. The player at one end asks the one beside him, "Is it time yet?" The question passes from person to person down the line. The last player looks at his watch and tells the person beside him, "No, not yet." The reply passes from player to player back up the line to the first person. Players send question and answer up and down the line three or four times, each

time becoming more and more impatient and fidgety. Finally, the end player replies, "Yes, it's time now." The news passes from one to another up the line to the first player who says, "Oh, thank goodness!" At this point, all the players uncross their legs and re-cross them right over left.

### **15. JC Penney**

Person standing on street, 3 Friends passing by, JC Penny in underwear/swim suit only

Setting: Street Corner

Remember that all of the friends come from the same side of the stage, and leave on the same other side (ie. all are walking in the same direction.)

Person: Hey, Frank! Nice to see you! Hey, I like those shoes! Where'd you get them?

Frank: JC Penney! Look, I gotta run! Bye!

Another friend comes up.

Person: John! Nice shirt! Where did you get it?

John: JC Penney! Real nice clothes! See you!

Another friend shows up.

Person: Steve! Hey! The pants! I love 'em. Where'd you get 'em?

Steve: JC Penney! Bye!

JC Penney comes running through.

Person: Hey! Who are you? Why are you running around like that?

JC: I'm JC Penney! I'm trying to get my clothes back!

### **16. Flora the Flea**

Gee, another I know two endings to. Note the point where I write, "Alternate Ending." A simple, funny, one person skit for loose moments. Main text from The Best of the Leader Magazine Cut Out Pages.

Performer

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

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

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

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

### **17. The Party Warehouse**

Warehouse Person, Store Manager, 5 Customers, Two Victims, Broomstick

Setting: Party Supplies Store

Get two victims to hold, at each end, the broomstick -- this will be your manager's store counter.

Customer #1: Hi! I'd like to buy some balloons for my daughter's birthday party.

Manager: Of course, Sir. Let me check with the back. (Calling to back of warehouse.) Do we have any balloons?

Warehouse: (Calling from back -- an accent works well, or he's hard of hearing.) Let me check. (Pause) No! No balloons!

Manager: Gee, I'm sorry, Sir. Thank you for stopping by!

Continue with each customer trying to get cakes, party favours, "Just the bottom of the line, no frills birthday party supplies," candies, games for the little darlings, hats, and so on. Each time, the Manager calls back, the warehouse person responds that he'll check, says no, and the manager apologizes. Finally, Last Customer: I've been waiting in line here for a while and I've noticed that you don't have anything that anybody wants. What do you have for parties?

Manager: (Slowly looks at each of the victims, considering each.) Well, I do have two suckers on a stick!

### **18. The Statue Warehouse**

This is another one of those water jokes. However, this one needs the water to hit the victim to be effective. I remember a campfire at which water jokes had been banned after a performance of The Greatest Spitter in the World, and being the witless Scout that I was, I still commissioned this skit, with Aquaman doing a fake spit. Needless to say, rather ineffective. A good alternative is to have a Museum of Working History, the last person being a window washer, and uses a pump spray. No mess.

Tour Guide, Group of Tourists (optional), 1 Victim, Statues, Aquaman Statue with mouthful of water

Setting: Statue Museum (or Warehouse of Old, Unused Statues)

Guide: Welcome to the museum of Superheroes. We have an unique collection of statues in that you can press a button and the statues come alive to imitate their real life counterparts. See here, for instance. This is Superman. Watch as I push the button on his chest.

Superman comes out of stiff standing position and takes a flying position, then resumes a stiff standing position. Guide continues through the tour, occasionally letting someone try the statues of Spiderman, the Flash, Batman, Wonderwoman, each with a different action and way of activating them (pull arm, press nose, and so on.) Finally they get to Aquaman.

Guide: Now this is our last statue; Aquaman is our pride and joy. However, it seems that sometimes it just won't activate. Better let me try first. (Pulls arm. Nothing. "Aquaman," he whispers. He tries the arm again. Nothing.) (To victim) You, Sir? Would you like to try? He's rather finicky. Maybe he'll work if you try.

Victim tries and Aquaman spits out a mouthful of water at him.

### **19. The Greatest Spitter in the World**

Another 2-person skit you can plug in.

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

Setting: Boardwalk, Circus, Amusement Park

Separate GSITW and partner by about 15 feet.

Partner: Ladies and Gentlemen! May I present to you the Greatest Spitter in the

World! He does all kinds of tricks with a mere spit! Let him show you the simple spit first!

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

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

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

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

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

## **20. The Bigger Jerk**

A simple, one person skit that is great for those loose moments in a campfire.

1 Person, log (or imaginary mower), "Volunteer," Victim

Person: (Groans and grunts as he's bent over carrying "heavy" mower.) Uhh. (Lets it down.) These old models, I tell you. They are so heavy, and they don't work well. Maybe I should buy a new mower this week. Well, let's get going. (Pulls rip cord to start, but it won't start. Makes appropriate sputtering noises. Tries again and again. Maybe get a "volunteer" to help.

Again, no success. Get your victim to try, and on first try, it sputters to great life!) I guess it just needed a bigger jerk!

## **21. We Ain't Got the Money for the Mortgage on the Farm**

One of those repetitive jokes. Difference is, you do the skit to a beat, and everyone bends their knees in sync (or tries to.) Successful or not, the knee bending (and attempts to keep in sync) alone makes it hilarious.

Ma, Pa, Bro, Sis, Cousin Joe, Auntie Mae, Gramps, Mr. Bankerman

Pa: (Comes out, starts bending knees to a beat, and says to the beat) Hiya, Folks! I'm Pa (people can respond ... repeat if desired.) Well, we ain't got the money for the mortgage on the farm. Boo, Hoo, Boo Hoo Hoo.

Ma: (Comes out, bends knees to Pa's beat.) Hiya, Pa!

Pa: Hiya, Ma!

Ma: Whatsamatter, Pa?

Pa: Well, we ain't got the money for the mortgage on the farm.

Pa & Ma: Boo, Hoo, Boo Hoo Hoo!

Continues with Bro coming in, saying Hiya, Ma (who responds, Hiya, Bro) to the beat, then says Hiya Pa, (Hiya, Bro) then Whatsamater Pa? who responds about the mortgage. Continue in like manner through to Gramps, each lining up beside the person before them. Continue to Mr. Bankerman, who does the same thing, but faces the line from the far side. They all go through the scene again, Hiya,



Pa! Hiya, Mr. Bankerman! etc. Whatsamater, Pa? Well, we ain't .... Finally, Mr. Bankerman: Well, Now I got Sis (abducts Sis, who of course resists.) Ha, Ha, Ha Ha Ha! All of a sudden, everyone shoots at Mr. Bankerman, (Bang! Bang! Bang Bang Bang!) and he falls over dead. They continue their leg bending. Next line is tricky to a beat, but think of rap music. (What the heck is rap? You mean that garbage kids listen to?)

All: Now we don't have to pay the mortgage on the farm! Ha! Ha! Ha Ha Ha!

## **22. Peanuts in the Lake**

I originally saw this where all the relatives gave a flat out refusal (after appropriate histrionics.) I modified it a bit to fit an environmental theme.

Each person has a handful of peanuts hidden away (except girl's peanuts which are visible), perhaps in campfire blanket pocket. All family members are present on the stage.

Girl, Mother, Father, Brother, Sister, Cousin, Aunt, Uncle, Grandmother, Friend etc. and a Bag of Peanuts.

Setting: Up at the Cottage, Lakeside Resort, Beach

Girl: Gee! I've got all these great peanuts! I want to throw some into the lake! I'll go ask Ma if I can. Ma! Can I throw peanuts in the lake?

Ma: Are peanuts biodegradable, dear?

Girl: What?

Ma: Are peanuts biodegradable? You don't want to hurt the lake.

Girl: Gee, I don't know.

Ma: Then you'd better not throw peanuts in the lake, darling.

Girl: (On the side) I'll go ask Pa.

Repeat the scene through each person. Use appropriate hamming it up and histrionics, such as "Granny always lets me do whatever I want" and a hard of hearing, senile uncle. All still ask the biodegradable question, girl occasionally responding, "Bio de what?" "Biodependable?" ("No, Biodegradable!") sometimes being told, "You go to school, don't you? Ask your teacher!" She always responds that she doesn't know and goes on to the next family member.

Finally, she gives up.

Girl: Well, I guess I'd better find out what biodegradable means, and if peanuts are biodegradable. (She leaves.)

Ma: Hey gang! She's gone now! Peanuts are biodegradable! (Throw peanuts into crowd.)

## **23. Sounds of the Lost Scoutmaster**

A quick 2-person skit, if the Storyteller, the Lost Scoutmaster or last minute volunteers do the sound effects.

Storyteller, Bird, Frog, Tree, Breeze, Lost Scoutmaster

Storyteller is telling the story to the campfire crowd, while the other actors, with the exception of the Lost Scoutmaster, have the option to hide in the woods, sit in the crowd, or stand beside the story teller. I suggest the first, for effect. The Lost Scoutmaster, however, must hide in the woods.

Storyteller: You know, I love camping. It's not like being in the city at all. You hear

sounds that you can only hear out in the country. For instance, lots of birds. (Bird chirps a lot, sings a bird song.) Ah, isn't that lovely? And the frogs. They have one of those great sounds. (Frog calls out ribbit sounds.) And though there's breeze in the city, it's just not the same as the breeze in the country. (Light breeze being called out.) Let's face it; there are trees in the city, but how many? The breeze through a forest is so nice (Light breeze, slight swishing of the trees.) But the sound I love to hear the most when I go camping is the sound of the Lost Scoutmaster. (Heavy thumping of the feet; calls out, "Where in the world am I?")

#### **24. The Highest Tree climber in the World**

Again, this can be a 2-person skit.

2 Friends, HTCITW

Setting: Campfire

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

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

2: Call out and see!

1: Hey! Tree Climber! You around here?

Climber: Yep!

1: You practising?

Climber: Yep!

1: How high are you?

Climber: Oh, not high. About 100 feet.

1: Wow! Can you go higher?

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

1: Fantastic! Can you go higher?

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

1: Neato! Can you go higher?

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

1: Great! Can you go higher?

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

1: Gee! I'm amazed!

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

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

#### **25. Post Office / King's Royal Paper**

Another skit for which I know two definite variations (or should I say three, considering "Pass the Pepper, Pa?")

Version 1: Post Office

Post Office Clerk, People in line, Person, a few letters and small boxes, and one wrapped box with a roll of toilet paper in it.

Setting: Post Office

Person is last in line, clerk is behind a desk, serving people, box with toilet paper

1: 5 stamps, please.

Clerk: \$2.00, please.

2: My mail, please. (Clerk hands it to him.)

3: This to Albuquerque.

Clerk takes it.

4: Has my package arrived yet?

Clerk: (Checks.) No, I'm sorry Sir.

Next day, same type scenario occurs, with person 4 always last in line, always asking for his package, which hasn't arrived yet. Each day this repeats, his legs become more and more crossed, he's more fidgety, more nervous, more anxious, more desperate, till finally, on the last day he's up again.

4: (Yelling out) Has my package arrived yet?

Clerk: Yes Sir! Here it is!

4: (Relieved, tearing open the box) Thank you! Now I can go to the washroom!

Version 2: The King's Royal Paper

Essentially the same type of cast plus a guard; you also need newspaper, a notepad, scrap paper, cardboard and so on. Have servants ham it up when their head is about to be cut off.

King: I want my Royal Paper!

1: Here, Sire, The Royal NewsPaper!

King: No! That's not it! Guard, Off with his head!

2: Sire! Your Royal Writing paper!

King: Fool! Off with his head!

3: Your Highness! Here is The Royal Scratch Paper!

King: (Furious) If I wanted to draw I'd have called for Crayons! Off with his head!

4: Your Grace! Here is the Royal Paper! (Hands him the toilet paper.)

King: Thank you! (Runs off to washroom.)

## **26. Super Clutz**

I once did this one at a campfire and it went smoothly. Then when it was finished, I was exiting the stage and I accidentally kicked over a lantern. Eerily appropriate, wouldn't you say?

Super Clutz, Little Kid, 3 People

Setting: City Street

Super Clutz is wearing a jacket for a cape, inside out shirt, inside out shorts, backwards hat, etc.

Little Kid: (Crying) Super Clutz! Can you help me? I've lost a quarter!

Super Clutz: Ok. I'll try my best! (Walks around on streets, looking to ground for quarter.)

Man: (Calling out from burning building) Super Clutz! The building is on fire! Help Me!

Super Clutz: Sorry, I'm busy! (Walks around some more.)

Woman: (Being mugged) Help me, Super Clutz! They've taken my purse!

Super Clutz: Sorry! I'm busy! (Walks around some more.)

Man: (From wrecked car) Super Clutz! Get me out of here before the car blows up!

Super Clutz: Sorry! I'm busy!

Little kid runs up to him.

Kid: Super Klutz! I found my quarter! It was in my pocket all the time!

### **27. I Gotta Go Weee!**

Another one I've used for a few campfires -- the last of the first seven I learned as a young Scout (despite having learned "Post Office", what would have been #8, a few days later.)

Patrol asleep (ie. lying down) in tent

Scout 1: Scouter, I gotta go wee!

Scouter: Go back to sleep.

Scout 1: (A little later) Scouter, I gotta go wee!

Scouter: Go back to sleep!

Other Scouts wake up and mumble, "Aw, keep quiet," "Stop whining," "You're keeping us awake," etc.

Scout 1: (A little later) Scouter, I gotta go wee!

Scouter: (Annoyed) Go back to sleep!

Other Scouts wake up and mumble, "Aw, keep quiet," "Stop whining," "You're keeping us awake," etc.) (continues once or twice more. Finally,

Scout 1: But Scouter, I really gotta go Wee!

Scouter: (Really annoyed and exasperated) Fine, Johnny, GO WEE!

Scout 1: (Sits up, starts wiggling arms and calls out,) WEEEEEE!

WWEEEEEEEEEEEEEE!

### **28. The Inspection**

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

Setting: Meeting Hall

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

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

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

### **29. 7 Jerks on the Line**

I once did this one, and the basic scenario was the same, but it was really long distance from Newfoundland to British Columbia. Phil was great with this one, thinking that I was going to bring him some Moosehead beer, and otherwise doing a fantastic, fabulous job of completely contorting the meaning of the words. Fabulous rendition.

A 2-person skit that only requires a length of rope.

2 People on the phone, up to seven Victims, rope

Each person is holding the rope at either end, and talking on the telephone

Person 1: I went fishing the other day!

2: Can't hear you!

1: Said I went fishing the other day!

2: Can't hear you! Maybe the phone company needs more telephone poles! Get a couple of victims to hold the rope up in the middle.

1: That better?

2: A little! Try again.  
 1: Went fishing the other day!  
 2: Really? Is it a good sushi bar?  
 1: No! I went fishing! Maybe they need more poles! Get a couple more victims to help hold the rope up.  
 1: As I was saying, the spot I was at wasn't great!  
 2: No, still can't hear you. Did you say you got grapes?  
 1: Hold on a minute.  
 Get another couple of poles.  
 1: I said that I went fishing and my luck wasn't too good!  
 2: That's better! Still a little interference, but you say you hit a puck? I think one more pole will help greatly.  
 Get one more pole.  
 2: Perfect!  
 1: Gee! The phones today. Anyway, I went fishing the other day.  
 2: Oh? And how did you do? Any bites?  
 1: Not good. But today, I did get 7 jerks on the line!

### **30. Damn! (or should I say Darn?)**

One time the kids I was with really took to this one well. They did a scene about the Simpsons going to a store and used "Doh" as the D-word. Once they got into it, they really did well.

Director, 2 Workers, Cameraman, Clapperman, Light Man, Soap

Setting: On the Setting of a Movie

Director: Okay, people! Remember what I said about the language! Action!

Clapperman: Scene 5, Take 1!

Worker 1: (Eating lunch with #2) You know, Gerry, the wife is always nagging me for some more money. And I just don't have it.

Gerry: I know what you mean. The (DARN) kids are always ...

Director: Cut! What did I say about the language? You know the rules ... soap in the mouth. (Pantomime director washing out Gerry's mouth with soap.) Okay, let's try that one again. And watch the language!

Continues the same way, but each time something happens where a different person says "Darn" -- clapperman gets fingers caught in clapper (don't do the whole scene over again, of course,) cameraman trips while filming, light person drops light, #1 says "the darn wife ..." Finally, the director is about to start the scene again when he looks at his watch.

Director: Oh darn. Look at the time ...

Cast & Crew: Cut! You know the rules ... (Pantomime washing out mouth with soap)

### **31. The Pilfered Warehouse**

Otherwise known as "The Empty Boxes" in the Leader Magazine. Text from The Best of the Leader Cut Out Pages.

Manager, Guard, 3 Workmen, large cardboard boxes.

Setting: Factory Gate.

Manager: (To new guard) I'm giving you the very responsible position of gate guard at this factory. Because of the lack of vigilance by your predecessors, the workers have stolen so many finished articles that the firm is heading for bankruptcy. Your duty is to ensure this is brought to an end. Do you understand?

Guard: Yes Sir. I am to stop stealing.

Manager: That's right. You can search people if necessary. Now it's up to you, and let's see some results.

Guard: Very good, Sir. (Manager leaves; guard takes post; first workman enters carrying a clothdraped box.) Just a moment. What have you got in that box?

#1: What do you mean?

Guard: What have you got in that box? It's my duty to see that no one takes stuff out of the factory.

#1: Why didn't you say? There's nothing in the box. Look! (He shows everyone the box is empty.)

Guard: Oh, well, that's all right then.

#1 leaves and #2 enters, box draped as before. Guard and workman go through routine of looking in the box. Repeat with #3. After #3 has left, the manager races in enraged.

Manager: You idiot! I hired you to stop this pilfering. You've only been here half an hour and already we're losing things!

Guard: But the only people who went out were three men with boxes. I stopped them all and they all had nothing in them.

Manager: You fool! We make boxes!

### **32. The Greyhound Bus**

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

Setting: Busy Intersection

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

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

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

New Setting: Hospital Ward

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

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

Pedestrian: Well, it was a Greyhound!

### **33. Echo Point**

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

same.

Guide, Tourists, Echo hidden in the bushes

Setting: A Tour of the Countryside

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

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

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

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

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

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

Echo: Baloney!

### **34. There's a Bear!**

A one person skit that is a good gag if done properly. One in which you should be careful at the punchline -- you don't want to injure anyone.

Nature Guide, 3-4 Victims (line them up as you get them)

Guide: I'm going to bring you through an imaginary trip to follow a bear's daily activities. First, I need a volunteer (He will be a victim). First, we'll kneel down, you in front of me. Then I'm going to say, "There's a bear!" and you're going to respond, "Where?" and I'll point him out. You still won't see him and repeat, "Where?" and I'll point him out, and then you'll say, "Ahh. I see him, he's over there!" and point the same way I did.

Guide: There's a bear!

1: Where?

Guide: Over there!

1: Where?

Guide: Over there!

1: Ahh. I see him, he's over there!

Continue by introducing the other victims, one at a time and lining them up in front of your previous victim, and repeating the same sketch, but increasing the length as you go through it in a repetitious manner ie. you point out to #1, then he to #2, then he to #3, then he to #4. Finally,

Guide: Guess what? He fell over! (Push over your victims)

### **35. Spring is Sprung!**

A one person skit that is one of my perennial favourites, and another one of those repetitive skits.

Poet, Grass, Flowers, Birds, Frogs, 3 Trees, Victim

Setting: A Poetry Reading Session

DO NOT READ THIS POEM IN ITS ENTIRETY; READ IT LINE BY LINE AS INSTRUCTED; AT EACH STOP, GET YOUR VOLUNTEERS!

Spring is sprung,  
the grass is growing,  
the flowers are blooming,  
the birds are singing,  
and the froggies are ribbitting.

The leaves on the trees are growing,  
and the sap is running through the trees.

The poet is standing in front of the crowd and announces his ode to spring.

Poet: This is my latest poem, called Sp-ring is Sp-rung. (A great place to ham it up, by lengthening out all the "r" & "l" words.)

Reads out the first line and proceeds to the next -- stops at "the grass..."

Poet: Hmm. I need some grass to demonstrate. (Get "grass.") Here, do just like this (crouch down; hands over head, put together pointing up, then stand up slowly.) Now, let's start again.

Starts again, the grass grows on cue, and gets to third line -- stops after blooming.

Poet: I need at least one flower. (Get "flower.") You would be a great help. Just like the grass, only make a circle with your hands instead when you're standing up.

Starts again, grass grows, flower blooms, gets to the fourth line, just before the word "birds" and of course stops.

Poet: I need a couple of birds. (Get "birds.") On cue, you will chirp like birds, and perhaps flap your arms.

He starts again, gets to the frogs, hits his head with his hand,

Poet: I forgot the frogs. (Get "frogs.") You guys know how to jump like frogs and go "ribbitt?" Good. Remember, on cue.

Yet again, he starts from the beginning, and guess what happens when he gets to the trees? You got it, Pontiac -- he gets 3 trees, spreads them a few feet apart and instructs them to lift out their arms like tree branches, and wiggling their fingers, of course on cue.

Poet: I think I may have it right this time.

Once more from the top he goes, and BEFORE he starts the last line, he gets the victim,

Poet: Oops, I forgot the last person. (Get your victim now.) Now on cue, you will simply run back and forth between these here trees. Got it? Great.

Once more he goes through the poem and gets through it all the way.

### **36. Nosebleed**

One of those skits the kids can do really easily, but becomes rancid very quick.

Person with nosebleed, 3 Pedestrians, 4th Pedestrian

Setting: City Street

Nosebleed person is looking down at the ground. #1 comes in and looks around, then down, and mumbles,



#1: Hmm, what's going down, man? (No answer.)

#2 walks in, does the same thing, as does #3. #4 walks in, looks up for a moment, then asks,

#4: What are you guys doing?

Nosebleed: I don't know what these guys are doing, but I've got a nosebleed!

### **37. Would you Hold my Box?**

Owner, 1st Pedestrian, 2 Friends, box

Setting: Street Corner

Owner: (Walking up to #1) Would you hold my box? I have to go into a store for a moment.

#1: Sure! Be glad to.

#2: (Walks up.) Hey! What's in the box?

#1: I don't know. This guy comes up to me and hands it to me. Hey! It's leaking! Maybe it's ice cream and it's melting. Let's taste it. (Taste drip)

Tastes like vanilla ice cream to me!

#2: (Tastes it.) Chocolate it is, my friend. Hey Joe! Try this -- what does it taste like?

Joe: (Tastes it.) Definitely pistachio.

#1: Naw! It's vanilla!

#2: I told you, it's chocolate!

Owner comes back.

#1: Mister -- what's in the box? Vanilla ice cream?

#2: Or chocolate?

Joe: It tastes like pistachio to me!

Owner: How foolish of you guys. That's my pet dog!

Guys show disgusted faces.

### **38. Rise, Walk, and Kill, Igor**

Dr. Mad, Igor, Bank Manager, Cable Company, Electrician

Setting: Dr. Mad's Laboratory

Dr. Mad: (Talking to crowd, with one of those sinister, horror movies voices.)

I just love my new invention, Igor. He is a robot and is such a good servant.

I would just love to demonstrate him to you. (Someone knocks on the door.) Ah!

Here's my chance. Come in!

Manager: Hello, Sir. I've come today to talk to you about your banking. It seems your account is overdrawn by twenty million dollars.

Dr. Mad: Oh, please, come in. I would love to discuss this over coffee. But first, may I show you my newest invention? This is Igor. You see, whenever I say, Rise, Igor, he rises (Igor rises.) And if I say, Walk, Igor, he walks (Igor walks toward manager.) And should I say, Kill, Igor, he kills (Igor strangles manager, then lies down on his table.) This is so neat what I've invented. (Someone knocks on door.) Oh, someone else is at the door. Coming!

Cableman: Hello, Sir. I've come today to disconnect the cable, because you haven't paid you cable bills in 6 months.

Dr. Mad: Oh, please, come in. I would love to discuss this over coffee. But first,

may I show you my newest invention? This is Igor. You see, whenever I say, Rise, Igor, he rises (Igor rises.) And if I say, Walk, Igor, he walks (Igor walks toward cableman.) And should I say, Kill, Igor, he kills (Igor strangles cableman, then lies down on his table.) I say, what an invention. (Someone knocks on door.) Oh, someone else is at the door. Coming!

Electrician: Hello, Sir. I've come today to talk about your power consumption and how to reduce it. I seems that you are often short-circuiting the system.

Dr. Mad: Oh, please, come in. I would love to discuss this over coffee. But first, may I show you my newest invention? This is Igor. You see, whenever I say, Rise, Igor, he rises (Igor rises.) And if I say, Walk, Igor, he walks (Igor walks toward electrician.) And should I say, Kill, Igor, he kills (Igor strangles electrician then lies down on his table.) Without a doubt, a great invention. (To audience again.) I am so impressed with myself and my invention. You see, all I have to do is say, Rise, Igor and he gets up (Igor Rises.) Then I just say, Walk, Igor and he walks (Igor walks to Dr. Mad.) And just by saying, Kill, Igor, I solve many problems! (Igor strangles Dr. Mad.)

AHHHHHHHH!

### **39. The Viper**

4 Kids, The Viper, rags, pump spray

#1: (Comes running in) The viper is coming in an hour! Hide! (Runs out)

#2: (A moment later; runs in) The viper is coming in half an hour! Run!  
(Runs out)

#3: (A moment later; runs in) The viper is coming in 15 minutes! Call for help!  
(Runs out)

#4: (A moment later; runs in) The viper is coming in 5 minutes! Save yourselves!  
(Runs out)

Viper: (A moment later, with props) Hallo! I'm de Viper! Vere's de Vindows?

### **40. Granny! Wake Up!**

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

Setting: In Granny's Room

Granny is in bed (say on the floor,) and of course is covered with blankets.

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

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

Grandson: (To Granny) Granny! Wake Up! It's time for your pill! (Pause -- no response.) Granny! Wake Up! Oh no! She may be dead! (Ham it up, boys!)

My gosh, I'll need some help! (Get volunteer.) Help me wake Granny!

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

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

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

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

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

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

#### **41. You Don't Say!**

An easy 2-person skit to place in those loose moments.

Person on the phone, Friend

Setting: Living Room

Person: (Phone rings, picks it up.) Hello? Yes? You don't say ... You don't say ...

You don't say ... You don't say? ... You don't say! ... You don't say. Bye!

Friend: Say, who was on the phone?

Person: He didn't say!

#### **42. Waiter!**

Waiter, Customers

Setting: Restaurant

Customer 1: Waiter! There's a fly in my soup!

Waiter: Shh! Everyone else will want one!

Same line continues on with other customers about a fly being in alphabet soup (He's learning to read!) What's this fly doing in my soup? (The backstroke, Sir!)

There's a fly in my soup! (Pass him a life preserver!) I just took a fly out of my soup. What do you think you should do? (Give First Aid!)

Finally:

Last Customer: Waiter, did you know that there's a fly in my ice cream, too?

Waiter: No! I didn't know they were into winter sports!

#### **43. Why Are You Late?**

Known as "Mounted Scouts" in the Leader Magazine.

I once modified this to fit a space theme. You got it -- no changes to the plot or the joke, just to a few details like a space ship, a 6-legged Aldabian glop, and a rented air coaster which all broke down.

Boss, 4 Workers

Setting: Office

Boss: Why are you late?

#1: (Rushing into work, breathless.) Sorry I'm late, Boss. My car broke down, so I took the bus. But the driver hit a tree, so I had to take a cab. And it broke down, too. Fortunately, I was near a Cal.che so I borrowed the horse. But it ran so fast that it had a heart attack and collapsed. I had to jog the rest of the way!

#2 & 3 come in late with exactly the same excuse. The boss becomes a little bit more exasperated each time, until #4 finally comes in, late of course.

Boss: Why are you late? No, wait. Let me guess. Your car broke down, so you took the bus. But the bus driver hit a tree, so you took a cab. And it broke down too. Fortunately, you were near a Cal.che and so you borrowed the horse. But it ran so fast that it had a heart attack and collapsed, so you had to jog the rest of

the way, right?

#4: No boss, you got it all wrong! The streets were so crowded with broken down cars, buses and cabs, trees, dead horses, and worst of all some crazy joggers that I couldn't get through!

#### **44. The Highest Jumper in the World**

Another corny joke that doesn't stand up well to repetition; the type that's really only good once a year, if that often (but then, isn't that the way with any skit -- any skit will become rancid if you repeat it every time you have a campfire, and not do any other?) An easy one or two person skit.

Announcer, HJITW

Setting: Boardwalk, Circus

Announcer: Ladies and Gentlemen! Let me introduce to you the highest jumper in the world! He will amaze you by how high he can jump!

(HJITW tries several times to jump, but can't get off the ground.)

#### **45. The New Car**

I know two versions of this one -- same punchline, though.

Salesman, Buyer, 5 People to be Tires, Victim

Setting: Car Showroom

4 of the tires are crouched in "tire" formation as on a car. The fifth is the spare tire at the back.

Salesman: Here, Sir, is our latest and best model. It also has an unbelievably low price. Let me show you the quality. (He "kicks" one of the tires -- tire falls flat and makes a hissing sound.) My, I'm so embarrassed. (He "kicks" another tire -- same thing happens. Start hamming it up, interacting more and talking with the buyer, apologizing profusely and being very embarrassed. Salesman successively kicks each tire until all 5 are kicked. Finally,)

Salesman: Hold on, let me get one of my men from the back. (Get your victim)

Do you think you can fix these flats? (Instructs him to lift up each tire and so on, and each one rises to original position.) Well, I guess all that was needed was a nut to hold it up!

Version 2

Salesman, Buyer, 4 people to be bicycles, Victim

The five "bicycles" are in doggy position.

Salesman: Here, Sir, is our most popular model. It also has an unbelievably low price. Try it.

Buyer: OK -- (tries it) -- no, it's not the right size.

Salesman: Then try this one. It's got 25 gears and goes really fast.

Buyer: No, I don't need that many.

Salesman: Alright, try this one.

Buyer: I don't quite like the colour.

Salesman: This one is a great mountain bike; great reports from everyone.

Buyer: Hmm... OK. Hey! I really like this!

All of a sudden the mountain bike collapses -- falls down.

Salesman: My, I'm so embarrassed. Are you sure you wouldn't like to purchase

one of the other bicycles? They're very good.

Buyer: Not really. I really liked this last one.

Salesman: Hold on, let me get one of my men from the back. (Get your victim.) Do you think you can fix this bike? (Instructs him to lift up the bike and pull this, tighten that.) Now Sir, try it.

Buyer: Hey! This is great! You've just sold this bike! What did your technician do?

Salesman: Well, I guess all that was needed was a nut to hold it up!

#### **46. A Talking Martian!**

Requires a lot of imagination or some props to show that these guys are horses and a martian.

2 Horses, Martian, perhaps some costumes

Setting: Race Track

If necessary, explain that these are two horses and a martian.

#1: You know, I had a bad day on the track today. My rider must have eaten a lot last night, because he was a lot heavier than usual, so my back got really tired and I almost tripped.

#2: I've had similar problems. My rider hits me in the side so much with his feet that I can't run because it hurts so much.

#1: Say, did you hear that the ugly mare is going to be entered into the grooming contest? The mane on that thing just doesn't compare to either of ours.

#2: You're right. Things in the racing world just don't seem to be fair to us horses.

Martian: You know, I could help you two out with your problems.

#1 & 2: Look! A talking martian!

#### **47. The Biggest Turkey**

An alternate ending follows the regular skit.

Box or suitable covering, Person in Box, Announcer, Victim, regular and serving spoons, stick and log, paper and book, rubber chicken, small cue card

Setting: Circus, Boardwalk, Technology Show

Announcer: Ladies and gentlemen! To demonstrate my enlarging machine, I will need a volunteer! (Get your victim.) I need you to help me while I explain what is going on. Now, look at what this machine can do! Please, will you put this spoon into the machine? (He does, and out comes the serving spoon, noises.) Isn't that amazing, ladies and gentlemen! Now watch. (Victim puts in stick, and log comes out.) My goodness, something to heat your home with! This is amazing! And please put in this piece of paper. (Book comes out.) Even I am amazed! (Finally, chicken is put in, and say you expect a turkey to come out. But cue card comes out.) This is amazing! The machine says that the biggest turkey of them all is right here!

An alternate ending is to complain about how slowly the machine is working, and it needs to be washed. The operator throws a small cup of water on the side, and a moment later a large bucket of water hits him.

#### **48. The Operation**

One that lead to my "Dr. Malak" gimmick at camp a few years ago. A shadow

show where you have the bright light behind you and the sheet between you and the audience so that they see the shadows. Your heads can be seen over the top and on the sides, but the action MUST be shadowed on the sheet and be the main attraction. In case you decide not to use the shadow show, no problem. But you need a high table or bench so make it look "real."

Doctor, Nurse, Patient, bright light, white sheet, frying pan, kitchen knife, large rope and wooden needle, all sorts of toys and other silly things to "take out" of the patient's belly.

Setting: Doctor's Office

Patient: (Walking into office.) Doctor! I'm sick! I need your help.

Doctor: (Real whacko.) Oh, good, come here and I'll fix you up good. Nurse, anaesthetize the patient!

Patient: But Doctor! (Nurse "hits" him on the head with frypan; he passes out.)

Time to really ham it up; Doctor is real messy in opening up the patient with knife; he "finds" all sorts of things in the belly, each time explaining that this is a good part of the problem. Every once in a while during the action,

Patient: (Wakes up.) But Doctor!

Doctor: Nurse! Put him under! (Nurse hits patient with frying pan, restrains, etc.)

Finally, the doctor is finished and sews him up.

Doctor: (Tapping shoulder of the patient, who wakes up.) Do you feel better now?

Patient: But Doctor! I've got a cold!

#### **49. The Well-Trained Elephant**

Trainer, Two People to be the Elephant, blanket to cover, 4 Victims (or 3 Volunteers and one Victim; make sure elephant knows who the Victim is), cup of water

Setting: Circus

Trainer: Ladies and gentlemen! I would like to show you the great tricks that my trained elephant can do. For instance, he can count! Spot! Count to 5! (Spot thumps 5 times on the ground.) Now I need some volunteers to help show just how very well trained my elephant is! Please, lie down on the ground with some space between you, and the elephant will do some amazing tricks! (Leads the elephant over the people and it does very well, does not walk on them at all, goes back and forth over them.) You see, it's a very well trained elephant; it won't walk on you. (Ham it up and perhaps do a trick or two. Finally, the elephant spills the water over the victims on a certain cue.) Oh, my, I guess I forgot to toilet train it!

#### **50. The Jump**

One of those exceptionally good skits that is known out there but strangely is rarely ever done; always a hit. (Probably any good joke makes an exceptional skit; the key is not repeating it too often.)

Reporter, Doctor, Bus driver, Pilot, Mechanic, Cook, Tax Consultant (and/or just about whoever you need -- the only constant is the Reporter.)

Setting: Cliff

Reporter: I haven't had a single story in weeks, so I'm going to commit suicide by

jumping off this cliff. (Swings arms to 1,2,3) One ... Two ... (Suddenly,)

Doctor: Hey! What are you doing?

Reporter: I haven't had a single story in weeks, so I'm going to commit suicide by jumping off this cliff. Why are you here?

Doctor: I haven't had a patient come to visit me in weeks. And I goofed all of the operations I've filled in for. Hey! Why don't we commit suicide together?

Reporter: That sounds great. (They swing arms to 1,2,3) One ... Two ...

Bus Driver: Hey! What are you doing?

Reporter: I haven't had a single story in weeks, so I'm going to commit suicide by jumping off this cliff.

Doctor: I haven't had a patient come to visit me in weeks. And I goofed all of the operations I've filled in for. So we're going to commit suicide by jumping off this cliff. Why are you here?

Bus Driver: I keep on having accidents with my bus, so they fired me. Hey! Why don't we commit suicide together?

Reporter and Doctor: That sounds great. (They swing arms to 1,2,3) One... Two...

Pilot comes in at the same time and asks what's going on -- same thing happens, he gets asked why he's here, so he says that he keeps on crashing planes. They all are about to jump when the cook comes in, and the same thing happens, and he says that he always burns the food he cooks. They all are about to jump when the tax consultant comes in and explains, the same way the others did, that he keeps giving bad tax advice and the government is jailing his customers for tax fraud. Finally, they all are about to jump, and they do -- except for the reporter who says,

Reporter: Hey! What a story!

### **51. Is a Train Passing Today?**

Otherwise known as "Is The Train Comin'?" in the Leader Magazine. This is the version I know and differs slightly, but really only in detail. Again, one of those skits rarely done yet quite funny if done right.

Grandma, Grandpa

Setting: Train Station

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

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

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

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

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

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

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

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

Grandma: Good. We can cross the tracks now.

## **52. Shut Up!**

Shut Up, Trouble, Police Officer, Narrator

Setting: Woods, Then a Police Station (as per narration)

Narrator: There once were a brother and sister called Shut Up and Trouble.

They liked to go on walks together. (SU & T are walking through the woods.)

One day, they were walking along in the woods together and Trouble got lost. (T walks off; SU looks around but can't find her.) So Shut Up went to the police station to report a missing person.

Police officer: Can I help you? What's your name?

Shut Up: Shut Up, Sir.

Police Officer: That's a bit impolite. What's your name, boy?

Shut Up: Shut Up, Sir.

Police Officer: You should watch your manners, boy. What's your name?

Shut Up: Shut Up, Sir.

Police Officer: Young man, are you looking for trouble?

Shut Up: Yes, Sir, she's lost! Do you know where she is?

## **53. Food, Water & Mirror on the Sahara**

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

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

Setting: Sahara Desert

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

Two or three people are crawling, calling out for water. Time to really ham it up.

Finally, they see the cup of water and stagger for it, reaching out.

Finally, they get to the water and,

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

## **54. You Need a Tie, Sir**

Person, 3 Tie Salesmen, Maitre d'

Setting: Desert

Person: (Gasping) Water! I need water!

#1: Sir! Would you like to buy a tie? This one would look so good on you!

Person: I want water, not a tie!

#2: (After a pause) Sir! We're having a tie sale. Would you like to buy a nice tie for a great price?

Person: I'm dying of thirst, and you want to sell me a tie?

#3: (After a pause) Sir! I have these fine silk ties at reasonable prices.

Would you care to look at my stock?

Person: Sheesh! What kind of people sell ties in the middle of the desert to thirsty people? (After a pause; looks to the distance) An oasis! I'm saved!

(Scrambles over.) Sir! Please! I would like to buy a glass of water!

Maitre d': I'm sorry Sir, but you can't enter this restaurant without a tie.



## 55. A Hot Meal!

Another one of those skits I know two versions of.

Version 1

3 Lost Campers

Setting: Woods

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

#2: Me too.

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

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

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

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

#1: Suit yourself.

(A little later)

#2: Hey! A squirrel! Get it!

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

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

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

(A little later)

#1: Wow! A moose!

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

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

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

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

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

(After a while,)

#1: Boy, I'm stuffed.

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

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

#3: Wow! A hot meal!

Version 2

5 People, Cabby

Setting: Outside of Restaurant

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

#2: Me too.

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

#4: Agreed.

#5: Taxi!

(They all get in.)

Cabby: Get ready for a good ride, boys.

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

Cabby: Wow! A five course meal!

## 56. Can You Do This?

2 People, campfire blanket

Have one person lie down on his back and the other kneel directly over him. The top person wears the campfire blanket so as to hide his legs and expose the legs of the person lying down, to create the effect of it being one person sitting down.

Person: Hi there! Welcome to Don's House of Fine Exercises and Sports

Medicine. Today I'm going to ask you about your regular stretching routine. Can you do this? (Lifts up a leg so that it's parallel with the chest.) Or this? (Lifts other leg.) And how about this? (Crosses the legs.) This is an unusual one. Can you do it? (Brings feet around the neck.) And let's not forget this one. Can you do it? (Stretches out the legs in spread eagle fashion in the air.) (Elicit a no answer from a volunteer.) Well, neither can I! (Stands up.)

## 57. 3 Guys in Crowded Heaven

One of those skits that needs reworking, and even after that might still be inappropriate for younger audiences, and presumably less understood the younger they get. Best way to rework it is to use the Sinking of the Titanic -- "When did the Titanic sink?" "In 1912." "How many people died?" "5,012" "Name them." "Uhhh ..." Or perhaps "How have you suffered?" "I got badly burned saving someone else." "Sorry!" "I worked day and night for low pay all my life without holiday." "Sorry!" "I was in Scouter \*\*\*'s Troop." "Well come on right in!"

St. Peter, 3 People

Setting: Pearly Gates of Heaven

St. Peter: (To first person entering pearly gates) Since Heaven is so crowded, you must first answer a skill testing question. Who was the first man?

#1: Easy. Adam! (Ding Ding Ding Ding! You win!)

St. Peter: (To second person entering pearly gates) Since Heaven is so crowded, you must first answer a skill testing question. Who was the first woman?

#2: No Problem! Eve! (Ding Ding Ding Ding! You win!)

St. Peter: (To third person entering pearly gates) Since Heaven is so crowded, you must first answer a skill testing question. What was the first thing Eve said to Adam?

#3: I'm not sure. That's a hard one. (Ding Ding Ding Ding! You Win!)

## 58. Cub Shop

4 Shoppers, Storekeeper, Kid (in underwear, or nightgown), full uniform

Setting: Store

#1: I'd like to buy the Cub Shirt.

Storekeeper: Sure. One moment, please. (You hear the kid struggling with the keeper in the background -- "No, you can't have it!") (Comes back with a shirt.)

#2: I'd like to buy the accessories to the Cub Uniform.

Storekeeper: Sure. One moment, please. (You hear the kid struggling with the keeper in the background -- "No, you can't have them!") (Comes back with accessories.)

#3: I'd like to buy the pants to go with the Cub Uniform.

Storekeeper: Sure. One moment, please. (You hear the kid struggling with the keeper in the background -- "No, you can't have them!") (Comes back with pants.)

#4: I'd like to buy the right kind of shoes for the Cub Uniform.

Storekeeper: Sure. One moment, please. (You hear the kid struggling with the keeper in the background -- "No, you can't have them!") (Comes back with shoes.)

Kid: (Comes running out in underwear/swim suit) How am I supposed to go to Cubs without my uniform?

### **59. We Hit!**

A silly repetition skit that gets the victim wet.

4-5 Crewmembers, Victim, cup of water

Setting: Submarine

Sit in a line just like in Veech Boton. Place your victim anywhere in the line but make sure in advance you know where so that the person before or after has the water.

Captain: (First in line) Fire #1!

(Goes down the line to end; make a sound of it exploding)

Captain: We missed! We have one more try! Fire #2!

(Goes down the line to end; make a sound of it exploding)

Captain: We missed! We'll just have to try to outrun them! (They turn left and right and left in sync, but finally,)

Captain: The hit us! Incoming water! (Throw water on victim.)

### **60. The Infantry is Coming!**

A copy, I guess, of the Viper.

3-4 People, Person carrying a sapling

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

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

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

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

(A moment later)

Person: And here it is, the Infant Tree.

### **61. Keep Canada Beautiful Contest**

Otherwise known as "The Contest" in the Leader Magazine. Text from The Best of the Leader Cut Out Pages.

6 Cubs

Setting: Five Cubs Sitting in Their Clubhouse (indicated by appropriate signs) playing a game.

Cub 1: (Runs in, very excited) Hey, you guys! Did you hear about the big contest?

Cub 2: What contest? What's it about?

Cub 1: The "Keep Canada Beautiful Contest," that's what!

Cub 3: Are there prizes? A contest is no good without prizes.

Cub 1: Sure, lots of prizes. Neat ones like bicycles and radios, and lots of good stuff!

Cub 4: (Gloomily) I bet it's hard. Contests with neat prizes are always hard.

Cub 1: Nope! It's easy. Even the rules say it's SIMPLE -- in big letters.

The winner is the one who picks the easiest way.

Cub 5: The easiest way to do what?

Cub 1: The easiest way to keep Canada Beautiful. That's what I've been talking about!

Cub 6: (With a swagger) Ha! Then I'm a cinch to win!

Cub 1: Why's it so cinchy for you? What's your great way to keep Canada beautiful?

Cub 6: (Takes out comb and combs his hair) See! That's the easiest way I know to keep Canada Beautiful.

The others look at him, then at each other. Quickly they surround him, carry or drag him to a large box marked TRASH, and dump him in.

Cub 1: Like he said, fellahs, we're a cinch to win! That's the easiest way I know to keep Canada beautiful. (they exit, laughing while Cub 6 stands up in the trash box with a disgusted look on his face.)

## **62. Trimming the Christmas Tree**

Otherwise known as "Trimming the Tree" in the Leader magazine. Text from The Best of the Leader Cut Out Pages.

Mother, Father, Child, scout staff with sprig of evergreen lashed to the top; materials to make snipping and sawing sounds (you can pre-record these on cassette tape.)

Setting: Kitchen

Mother is on stage, father and child out of sight.

Father tells child to go ask mother how the tree looks.

Child runs onstage and asks.

Mother peers through imaginary kitchen window, hints and says it needs more off this side.

Child runs off stage and repeats her directions. Sounds of sawing, snipping, etc.

Repeat several times, with mother pointing in different directions each time, father perhaps becoming impatient, and child becoming more and more tired.

Finally many sounds of sawing and snipping. Father marches on stage with staff, show it to mother and audience.

Father: Now is it right?!?

## **63. Join the Army!**

Army Recruiter, Trainees

Setting: Gymnasium

Recruiter: (To audience) Join the army and learn some great skills! You can become rough and tough like me! For instance, you can learn wrestling! (Two trainees wrestle on the floor) And how about judo! (Trainees do a judo flip)

And Tai-Chi! (Trainees do Tai-Chi moves.) And my personal favourite, Karate!

(Tries a Karate chop on a trainee; trainee blocks it, recruiter hurts himself and

runs away crying.)

#### **64. Brain Shop**

Yet another skit I became famous for.

Customer, Shopkeeper

Setting: Brain Shop

Customer: Hi! I'm bored with myself. I'd like to buy a new brain and have an all new personality.

Shopkeeper: (In one of those evil, horror movie voices) Ahh, yes. Well, I can sell you this brain from Billy Crystal for \$5000. Here. Try it. ("Unscrews" head and plops in pretend brain.) How do you feel?

Customer: (In Billy Crystal style voice) Marvellous. I ... feel ... marrrvelous. But I don't think it's me. Can I try another?

Shopkeeper: Okay. Let me see. (Rummages around.) Let's try this one. It's the brain from Captain Kirk. Only \$5000.

Customer: (In Kirk voice) Scotty ... Can you fix those transporters? No, a bit too famous for me.

Shopkeeper: Sure. I'll go out back. (Rummages around in back of store.)

Here's one from Ronald Reagan. It only costs \$5000. How do you feel?

Customer: (In Ronald Reagan style voice) Welllll ... Bonzo, stop that ... I think that this one's still a bit too famous for me.

Shopkeeper: Hmmmm. A tough customer. I'll have to go down to the basement. I'll be back. (Customer comments on the kind of brains he has gotten and what kind he'll get next.) Ahhh, here we are. The best in the house, not famous at all. I guarantee you'll love it. Only \$15000. (Yes ... \$15000.)

Customer: (Imitates a leader in the crowd for some notorious act, such as putting up the sign and calling out "PACK!" or admonishing the kids or doing a famous routine or the like.) Hmmmm ... this is good. But I recognize it. No, wait ... it's (Insert name of person.) I love it! But tell me ... the brains of those three famous people only cost \$5000 apiece. This one, however, comes from a virtually unknown, unimportant person. Why does it cost \$15000?

Shopkeeper: Well, it's never been used!

#### **65. Pet Shop**

I loved it when I heard it, and it got passed on to some kids, who did well with it.

Customer, Shopkeeper

Setting: Pet Shop

Customer: I'd like to buy a turtle.

Shopkeeper: Well, here's one of the only three turtles I have left -- they sell real well out here but turtle shipments are few and far between.

Customer: Gee, thanks! Just the kind I was looking for, too!

Later, customer comes in with dead turtle and is a little distraught.

Customer: Look! He's dead already! How old was he?

Shopkeeper: Here, here. Let me see. Hmm. Look, having pets die on customers on the first day they buy them is bad for business, so here's a new one. No charge.

Customer: Thank you! That's so gracious of you.  
Later, customer comes in with dead turtle and is more distraught.  
Customer: Are you sure these turtles are okay? This one died on me too!  
Shopkeeper: Let me see. Hmm. Well, here's the last of my three turtles, and though I won't get another shipment for a while, you can have it for free.  
Customer: You are the nicest man I know. Thank you so much!  
Later, customer comes in with dead turtle and is hysterical and crying.  
Customer: What are you trying to do to me? This one died too!  
Shopkeeper: Let me see this. This is bugging me too. Say. They all have scratches on the shells. Why? What were you doing with them?  
Customer: (Sniffing) Well, I was only trying to give my car a turtle wax!

### **66. The Pirate Family**

A good joke on Scouting. Of course it can be easily modified, but keep the punchline.

Pirate Parents, three or four Pirates, one or two Beavers, Cubs or Scouts in full uniform

Mom: You know, we came from a great lineage of pirates. All were really mean and ferocious. For instance, there was Long John Silver.

LJS: (Comes out) Yo Ho Ho and a bottle of Rum! Let's see if I can catch that bum!

Dad: And of course we can't forget Captain Hook.

Hook: (Comes out) Let's get that Peter Pan once and for all!

Mom: Then there was Captain Kidd that nobody was afraid of. But he was still a great pirate.

Kidd: (Comes out, looks funny) I may look funny but I'm great with a sword. (And he proves it.)

Mom & Dad: But look at us! All we had were Cubs! (Cubs walk out.)

### **67. What's 2+2?**

Again, one of those pirate theme skits that can be easily modified (such as it being the boss to employees.)

Captain, three or four Pirates

Setting: On the Bridge (Or Deck of a Ship)

Captain: First Mate! What's 2+2?

1st Mate: Duh! One, Sir!

Captain: Good! Bosun! What's 2+2?

Bosun: Uhh ... let's see ... (Counts on fingers) Uhh ... Five, Sir!

Captain: No problem! Gunner! What's 2+2?

Gunner: Sheesh, Captain! Why give me all the hard ones?

Captain: Great! Cook! What's 2+2?

Cook: Let's see. Two apples and two potatoes makes ... (Thinks) Two apples and two potatoes, Sir!

Captain: Pleased to hear it! You! Floor Scrubber! What's 2+2?

Scrubber: Four, Sir!

Captain: Off with his head! (Cuts off head with sword.)

Servant: Beggin' the Captain's pardon, Sir! I think everyone else got it wrong, but the floor scrubber got it right. Why did you kill him?

Captain: He's too smart! He might go after my job some day!

### **68. The Ghost of Midnight**

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

Ghost, Family asleep in house

Setting: House at Night

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

Mom: Ahhh!

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

Dad: I'm getting out of here!

Ghost: (To son.) I am the Ghost of Midnight!

Son: Help! Mommy!

Ghost: (To daughter.) I am the Ghost of Midnight!

Daughter: (Looks at watch.) Aww, shutup! It's only 11:45!

### **69. What's the Problem?**

I started wondering about this one and as cute as it is, it really only is a skeleton. Maybe you could use it as a gag to either place in the order as with any other skit, or get the campfire chief involved, so that when he calls up the group, you can make it look like they really don't have a skit. You know, call them up, have one person start to cry, another, and at the appointed time, have the chief ask, "Let's get a move on. Get your skit moving! We're having a campfire here." "But we don't have a skit!"

Leader, three or four Kids, Campfire Chief (in campfire blanket)

Setting: Tent Area

Swasin: (Crying on stage)

Kid 1: (Sees leader; goes to him.) Swasin! What's the problem?

Swasin: (Whispers in kid's ear.)

#1 begins to cry too.

#2: Hey! What's the problem?

#1 whispers in #2's ear, and he starts crying too. Continue with #3 and #4.

Finally, Campfire Chief comes around.

Chief: Hi! I've come around to collect skit names for the campfire tonight!

Hey! What's the problem?

All: We don't have a skit!

### **70. Did You Have V-8?**

Weakling, three or four Thugs, Old Lady, Director, Cameraman

Setting: Street Corner Set in a Studio

Weakling: Hi there. I'm advertising the great effects this wonderful vegetable cocktail, V-8, has on your stamina. You, Sir. (To a tough looking thug.) Did you

have your V-8 today?

Thug: Duh, no. Real men don't drink V-8.

Weakling: Sure they do. Watch! (He beats up thug.) See? I had my V-8 today!

You Sir! Did you have your V-8 today?

Thug 2: (Has crowbar) No, I don't need it!

Weakling: Sure you do. (He beats up thug.) You can tell I do! And you Sir!

Did you have your V-8 today?

Thug 3: Ask me again and I'll beat you up.

Weakling: Heh, heh. Did you have your V-8 today? (Thug tries to beat him up, but weakling takes care of him no problem.) So you see, having your V-8 is great for you.

An old lady walks in; weakling looks puzzled, whispers to director saying he hadn't heard about an old lady in the script; director says to go on and ask her anyway.

Weakling: Excuse me, Ma'am. Did you have your V-8 today?

Old lady: As a matter of fact, young man, I did -- and I'll prove it! (She beats him up.)

### **71. I'm Gonna Get You!**

One of those mundane skits that I probably should have weeded out. I'm probably being too careful in stressing this, but be careful that any reference to getting to the PB at the end and the notion of killing is vague -- we don't need to condone people going around trying to kill people in their sleep. And anyway, it's cute and I am partial to PB.

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

Setting: In House at Night When All Are Asleep

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

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

### **72. Good Soup!**

Known by the same title in the Leader Magazine.

Three or four Cubs or Scouts, Cook, Tub

Setting: Kitchen

#1: (Over tub, tasting contents) Good Soup!

#2: Yeah, Good Soup!

#3: I know! Good Soup!

#4: None better than this! Good Soup!

Cook: (Comes running in) Get out of my dishwasher!

### **73. News Flash!**



Another leader and I had fun doing this one -- he was the editor, and boy, did those Beavers in the front row get a scare when he threw himself to the floor!

Reporter, Editor, toy gun

Setting: Newsroom

Editor: Okay, you're new on the job, so I'll give you a tip. You have to go and get a current story. Something new.

Reporter: Right, boss. Great news.

Goes out, comes running back in.

Reporter: Boss! Boss! Two weeks ago John Doe died falling into a manhole!

Editor: That's old news. I told you, something more recent.

Reporter: Fine, boss. Something newer.

Goes out, comes running back in.

Reporter: Boss! Boss! A week ago there was fire downtown!

Editor: (A little annoyed.) That's still old news. Something even more recent.

Goes out, comes running back in.

Reporter: Boss! Boss! A car wreck two days ago!

Editor: (Annoyed) No good! Too old! Something new! That's why they call it news!

Goes out, comes running back in.

Reporter: Boss! Boss! Editor of a major newspaper got shot today!

Editor: (Interested) Oh really? Who?

Reporter: You! (Shoots him with toy gun, and the editor falls to the ground.)

#### **74. I'm Russian!**

One of those skits that may be inappropriate.

4 Russians, 1 Person late for work

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

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

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

#3: I'm Russian! Questions?

#4: I'm Russian!

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

#### **75. Have You Seen my Belly Button?**

Dog owner, Passengers on bus, stuffed animal

Setting: City Bus

Owner goes around on the bus asking people if they've seen his Belly Button.

Some ignore him, women gasp, people are horrified, some respond, "The nerve of him!" "How crude!" "What a rude person!" Finally he spots the toy and exclaims,

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

#### **76. Learning the Alphabet**

Teacher, Kid

Setting: Classroom

Kid: (To teacher) May I go to the washroom?

Teacher: First you have to recite the alphabet.  
Kid recites the alphabet BUT leaves out the letter P.  
Teacher: You forgot the letter P. What happened to it?  
Kid: It's running down my pants!

### **77. The New Badge**

Leader, 3 or 4 Kids

Setting: Meeting Hall

Leader: Boys, they're having a contest to redesign the World Conservation Badge. So you guys should try to come up with some ideas.

Kids: Sure thing, Akela.

After a pause, #1 comes in.

#1: Here's an idea, Akela.

Leader: Hmm... not bad. But isn't that too dull?

#2: Akela! Look at this!

Leader: Really nice, but the design is too complicated for the badgemakers to put on a badge.

#3: I have a really good one, Akela!

Leader: Very good. But I think it's too big.

#4: This is it Akela! It's sure to be a winner!

Leader: This is perfect! It's bright enough, simple to make, and the right size. Where did you come up with this idea?

#4: It's a copy of the old badge!

### **78. The Babies & Dads**

Doctor, three Dads

Setting: Hospital

Doctor: Mr. Thompson, congratulations. You're the proud father of twins!

Thompson: What a coincidence -- I come from Two Mountains!

Later,

Doctor: Mr. Smith, you now have triplets!

Smith: That's quite astonishing! I come from Three Rivers!

Third father faints; doctor revives him.

Doctor: Mr. Smart -- what's wrong? Your wife hasn't even given birth yet!

Smart: I come from Thousand Islands!

### **79. Firing Squad**

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

Rifle squad, Commander, Person to be executed

Setting: Jail

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

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

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

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

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

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

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

### **80. Jumbo Burgers**

2 People, Radio Voice

Setting: Park

#1: Boy, what a lunch! Those Jumbo Burgers were really strange -- but good. I wonder why they wouldn't tell us what kind of meat was in it?

#2: Oh, you know, they tell that, then people will expect the kinds of spices and other ingredients they put in and they'll lose their secret recipe.

#1: You're right. But I'm still curious.

#2: Yeah, but forget it. Maybe we'll go back tomorrow and have another. Let's turn on the radio.

Radio Voice: Jumbo the Elephant from Lodge's travelling circus died last night during a performance from a heart attack. And for this week's "Poor Taste" award, given to restaurants for serving poor quality food, goes to Richi's Burger House. It appears that they have been serving "Jumbo Burgers" whose origins seem to be a little vague ....

(Guys realize what they ate and start to throw up.)

### **81. Big Itch**

Guy, 4 People on lunch break

Setting: Park Bench

Guy is sitting on park bench.

Guy: I'm waiting for my girlfriend. I hope she comes soon.

(Luncher #1 sits on bench and moves him over. #2 sits on end and they move over, further pushing guy. #3 comes, and #4 comes, each in turn pushing the guy a little until he falls off. Really annoyed, he starts to scratch himself a little, then a little more then all over. Lunchers look at each other, start scratching a little bit then hurriedly leave.)

Guy: (Sitting on bench again) Works all the time!

### **82. Learning English**

Yet another which may be considered inappropriate.

Narrator, French Person, Storekeeper, Border Guard

Narrator: This man (indicate French person) wanted to learn English so that he could go to the US to do some shopping. So he went to a store and bought a radio (transaction made with shopkeeper.) He listened to it all the time until finally, when he thought that his English was good enough, he went to the border.

Border Guard: Where are you going, Sir?

Frenchman: (Crackles a response, like radio with bad reception.)

### **83. Saloon**

2 Cowboys, Sheriff, Goofball

Setting: Saloon

#1 & 2 and the sheriff are in talking to each other while goofball is polishing his gun.

#1: I'm so brave that I once faced a pit full of hissing, poisonous snakes and shot each one before I climbed out.

#2: That's nothing. I once was all alone helping all sorts of people when a flood came through town.

Sheriff: I'm really brave, that's why I'm sheriff. I once put away 20 bad guys all by myself.

(Goofball's gun fires accidentally.)

Goofball: (All three guys run off, really scared.) Gee, I was only washing my gun!

#### **84. The Wrong Skit**

For this skit, you need a character from a known skit -- one that was done previous to this one during the campfire, for instance. It doesn't matter who it is or what he's doing, as long as he's immediately recognizable, and of course you use the punchline, "(Looks around; in normal voice,) Oh, sorry! I'm in the wrong skit!"

Announcer, Peanuts

Setting: Stage

Announcer: Ladies and Gentlemen! Boys and Girls! Welcome to the Greatest Show on Earth! Tonight's show will include ....

Peanuts: (Stumbles in with ripped shirt, backwards pants, beat up, in cuckoo voice.) Judge! I like to smash Peanuts with a hammer ... (Looks around; in normal voice,) Oh, sorry! I'm in the wrong skit!

#### **85. Ghost With One Black Eye**

Ghost, 3 Pedestrians

Setting: City Street

#1: (Bends over; picks up coin.) Wow! A loony!

Ghost: (Comes out; scary voice.) I am the Ghost with one black eye!

(#1 scared; drops loony; runs away)

#2: (Bends over; picks up coin.) Wow! A dollar!

Ghost: (comes out) I am the Ghost with one black eye!

(#2 scared; drops loony; runs away)

#3: (Bends over; picks up coin.) Wow! Money!

Ghost: (Comes out.) I am the Ghost with one black eye!

#3: Keep it up, and you'll get another!

#### **86. The Heart Attack**

Heart Attack Victim, 2 "Rescuers"

Setting: City Street

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

#1: Mister! (Claps hands.) Hmm. Check for breathing! I'll check for a pulse!

(nothing) We need to do CPR. Give AR!  
#2: (Does two breaths)  
#1: (Pumping chest, counting aloud) 1,2,3,4....15! Again!  
(Repeats 3 times; then checks; then.)  
#1: Okay -- check for breathing, and I'll check for a pulse! (They check.)  
Nothing! Switch!  
All THREE, including victim, switch places!

### **87. The 5th Floor**

I was involved in the portrayal of this skit once in New York. I, of course, was Don, and my "friend" played the part really well. When I was telling Suzanne, for instance, about her hair and to use mousse, he butted in and said, "You mean Canadian moose?" And Mr. G. was great. I would nitpick about the colour being just so, pointing out the part, and he would swat me away like a fly while I was going on about the colour. Too bad that the crew filming us decided not to show our piece, but the event was for the kids.

Don, Mrs. G., Mr. G., Suzanne, Gary, Friend

Setting: Don is telling his friend a story about his strange friends.

Don: You know, in my friends' house, they have four floors. And each member of the family occupies a floor. The other day, for instance, I went to the kitchen on the first floor, and Mrs. G. was making a roast. I told her, "Mrs. G., you should bake it at 375 degrees." But she told me,

Mrs. G.: (Slaps him in face) Don, you're not making this roast. Keep quiet.

Don: Then I went to the second floor. Mr. G. was working on his model airplane. I said, "Mr. G., you should paint this part red." He told me,

Mr. G.: (Slaps him in face) Don, you're not making this plane. Keep quiet.

Don: Then I went to the third floor. Suzanne was doing on her hair. I said, "Suzanne, you should use some mousse." She spun around, really annoyed, and tells me,

Suzanne: (Slaps him in face) Don, it's not your hair. Keep quiet.

Don: I was losing my nerve, but I went to the fourth floor anyway. Gary was doing his homework. I suggested, "If you type it out, it'll look better and you'll get a better grade." He got really angry and told me,

Gary: (Slaps him in face) Don, it's not your report. Keep quiet.

Teller: Finally, I figured I'd go to the fifth floor and ...

Friend: But wait a minute. You said there were only four floors!

Teller: (Slaps him in the face) Keep quiet! This is my skit!

### **88. Bus Driver**

Several Passengers, Bus Driver, "Stinky"

Setting: Bus

Bus driver drives the bus along the route, and at each stop, more and more people get off the bus, holding their noses, telling the driver to hurry up, pushing against each other, running off the bus, until finally only Stinky and the Driver are left on the bus.

Driver: (Talking to Stinky) Hey! All my passengers left. You know anything about

it? (Smells something awful.) Hmm. Something smells -- it must be you.  
Did you wash this morning?  
Stinky: Yes.  
Driver: Hmm. Deoderant?  
Stinky: Yes.  
Driver: Hmm. Clean shirt?  
Stinky: Yes.  
Driver: Clean underwear?  
Stinky: Yes.  
Driver: Change your socks?  
Stinky: Sure! Here are the old ones!

### **89. The Thirsty Fisherman**

5 fisherman, and props to show a boat, water level (about two feet off floor), and a bench

Setting: Fishing on a lake

#1: I'm thirsty, but the cooler's on the beach. I guess I'll have to go get one there. (He seems to walk on water, by walking on the bench, and comes back. #5 is interested.)

#2: I'm thirsty, but the cooler's on the beach. I guess I'll have to go get one there. (He seems to walk on water, by walking on the bench, and comes back. #5 is confused.)

#3: I'm thirsty, but the cooler's on the beach. I guess I'll have to go get one there. (He seems to walk on water, by walking on the bench, and comes back.)

#5: How do you do that? (Doesn't get an answer.)

#4: I'm thirsty, but the cooler's on the beach. I guess I'll have to go get one there. (He seems to walk on water, by walking on the bench, and comes back. #5 is perplexed.)

#5: Okay. Let me try this.

(He tries to walk on water, but begins to sink into the water.)

#3: Should we have told him where the rocks are?

### **90. The Screw Navel**

Story Teller, Boy, several characters such as Mom, Dad, Bro, Sis, Drunk, Repairman, Priest, Clerk, Bus Driver, and so on.

Teller: There once was a little boy who had a screw instead of a belly button, and was always curious about it. Finally one day he asks his Mom,

Boy: Mommy, why do I have a screw instead of a belly button like everyone else?

Mom: (Brushing him away,) I don't have time right now. Ask your father.

Teller: The boy goes to his father and asks him the same question. (He asks; gets the same type of answer ("Paying the bills.") He goes around to several people in the town to whom he is referred by the last person, but always getting the same type of answer. Finally, he goes to the priest.)

Boy: Father, why do I have a screw instead of a belly button like everyone else?

Priest: My son, only God knows of such things. You should pray and ask him.

Boy: Thank you, Father. (Begins praying.) God, why do I have a screw instead of

a belly button like everyone else?

Teller: All of a sudden, a big hand appears with a large screwdriver, connects with his screw, and turns. All of a sudden the boy falls down and hears,

God: The screw is there to hold you together!

### **91. Bear Hunt**

I suppose a variation on A Talking Martian! and Saloon.

Bear, two hunters

Setting: The woods

#1: (Whispering) Ah! There's a bear! I can shoot it and I'll have my take for the day! (Bang! And the bear falls down.) Well, I'll go get some rope to drag it.

#2: No! It's mine!

#1: Hey! I shot that bear myself. It's clearly mine.

#2: Look. You couldn't have shot that bear if I didn't drive us here.

#1: Well, I've got news for you. I just killed that bear. It's mine.

#2: And another thing, ...

The two continue arguing when all of a sudden, the bear rises, growls, and frightens the two hunters away.

### **92. Border Crossing**

I suppose a variation on The Ghost of Midnight and The Ghost With One Black Eye.

Border Guard, Supervisor, Several Crossers, 2 Brooms

Guard: Hi, Boss! I'm new here! What do I do?

Supervisor: Well, you have to make sure that people don't try to cross the border without stopping first. You can shoot at them if you have to.

Guard: With what?

Supervisor: Well, we're out of guns, so here's a broom. People won't know the difference if you just go Bang! Bang! Bang!

Guard: Ok. (He goes to the side, and someone tries to cross without stopping, so he shoots at him. The crosser falls.) Boss! Boss! It worked!

Supervisor: See? I told you. Now whenever it doesn't work, here's a pretend bayonet. If they don't fall from the fake gun, you can always try stabbing them.

Guard: Ok. (He goes to the side, and someone tries to cross without stopping, so he shoots at him. It doesn't work, so he tries stabbing him. The crosser falls.)

Boss! Boss! It worked!

Supervisor: See? I told you. Now go to work and don't stop until your shift is finished.

Guard: Ok. (He goes to the side, and someone tries to cross without stopping, so he shoots at him. It doesn't work, so he tries stabbing him. It doesn't work either.)

Boss! Boss! What do I do?

Before boss answers, crosser points a broom at the guard and goes Bang! Bang! Bang! and the guard falls.

### **93. The Shrimpy Boxer**

I know two versions to this one, though I've never seen either "officially"

performed (just practiced.)

Version 1

Announcer, big boxer, 72 pound weakling, frypan

Announcer: Ladies and Gents! May I bring your attention to the center ring where we will have our main attraction! Little John will be fighting against a new contender, named Shrimpy! 1-2-3 Go!

They box -- Shrimpy gets hit this way, that way, is really losing until at the last moment, he throws one weak punch and Little John falls unconscious.

Announcer: 1! 2! 3! Shrimpy wins! Now let's look at that in slow motion!

Boxers get up, and the scene repeats itself slowly in slow motion, and when Shrimpy is throwing his punch, someone quickly -- and I mean unaffected by slow motion -- runs up and swings the frypan against Little John's head.

Version 2

Similar to the above, but it never gets to the fight. The Announcer is explaining the rules and says "We'll have none of this!" (kicks Little John in the groin) "Or this!" (breaks arm over his knee) "Or this!" (kicks in the knees)

"And of course this! is prohibited!" (hits over the head with the frypan)

"Understood? Good! Go!" And of course one weak punch from Shrimpy knocks him out.

#### **94. Doggie Doo**

Two friends, doggie doo

Setting: Street

Two friends are walking along the street, perhaps having a conversation about something, talking about a movie or the latest hockey scores, when all of a sudden --

John: Hey Frank! Watch out! That may be doggie doo! Smell it to see if it smells like doggie doo!

Frank: (Smells it) Yep! Smells like doggie doo!

John: Touch it to see if it feels like doggie doo!

Frank: (Touches it) Yep! Feels like doggie doo!

John: Taste it to see if it tastes like doggie doo!

Frank: (Tastes it) Yep! Tastes like doggie doo!

John: Well! It's a good thing we checked and didn't walk in it!

#### **95. The Dangerous Tent**

2 guys, 2 bikers

Setting: Campground

#1: Well, time to go to bed. AND I GET THE TENT! (Beats up little guy.)

#2: But... Oh well, it's no use. (He sets up his sleeping bag under the stars.)

Bikers: (Make motorcycle noises & come in.) Ha! Ha! Let's beat up this guy!  
(They beat up little guy.)

Next morning,

#2: Hey! Last night some bikers came here and beat me up!

#1: You're just jealous that I took the tent. Be a man.

The next night and morning, the same routine occurs, with the little guy



complaining even more. Finally, the big guy lets the little guy have the tent, with much ado about him being a wimp. That night,  
Bikers: (Make motorcycle noises & come in.) You know, I think we've beat up on the guy outside enough the past two nights. Let's beat up the guy inside the tent tonight!

### **96. The Complaining Monk**

I got this one off of my Part II Scouts. The Trainers did a wonderful job of it and at the blessing just before the monk says his two words, the Abbot would say, in the typical chant tune, "My father plays Dominoes better than your father does..." which was of course hilarious. Having, by pure coincidence, a monk suit with me at the time, my patrol did a skit the following night ("What the heck was that!") that incorporated a monk that chanted, "My father plays Dominoes better than those two guys from last night..." It of course brought the house down. Too bad our punchline not only was nowhere near good enough a line to follow up but was also screwed up.

Monk, Abbot, narrator

Scene: Abbot's office

Narrator: This skit is about the monks in a monastery who are only allowed to speak two words every ten years. Our friendly monk is about to come in and say his two words, after ten long years of silence.

Abbot: (Chants some blessing, then,) Yes, my son, what do you wish to say?

Monk: Bad food!

Narrator: Well, ten years have gone by, and of course our friendly monk's time has come again to say his two words. He of course is not quite as young as he used to be, and walks a touch more slowly.

Abbot: (Chants some blessing, then,) Yes, my son, what do you wish to say?

Monk: Uncomfortable bed!

Narrator: Well, yet another ten years have gone by, and of course our friendly monk's time has come again to say his two words. He is really old at this point, having been at the monastery for thirty, long, devoted years.

Abbot: (Chants some blessing, then,) Yes, my son, what do you wish to say?

Monk: I quit!

Abbot: I'm not surprised! You've been here for thirty years and all you've done is complain!

### **97. What the Heck Was That?**

Story linked to this one same as above. You can also have everyone audition for the same line or have them try out for different parts, and of course ham it up to reflect this.

Actors, directors, Gus

Scene: Theatre

Director: Okay! Who's next for the auditions? You? Okay! Let's hear you!

Actor #1: I'm trying out for the part of the Unknown Soldier. (He lies down, dead.)

Director: Don't call us, we'll call you. Next!

Actor #2: I'm trying out for the President ordering the men into action. Men, we

must unite to beat the foe and protect the people!

Director: Very nice. We'll call your agent. Next!

Actor #3: I'm trying out for the part of the dying soldier. (He dies a very painful, emotional death.)

Director: Sorry! Try out for the next movie. Ok! Let's wrap it up!

Gus comes running in.

Gus: Oh please, Sir, I really would like a part in your play! I really need a break! Just a small part, Pleeeeease, Pretty Please, with sugar on top?

Director: Fine. All you have to do is call out "Oh my Gosh, it's a cannon!" when you hear a loud boom. Take a moment to practice while we load it up.

Gus practices the line with several different voices, poses, etc.

Director: Ok, let's get a move on! I want to leave!

(Loud boom from backstage.)

Gus: What the heck was that?!?!?!?

### **98. The Announcement**

A five second gag to put into a loose moment.

Campfire chief and a volunteer in the audience

Campfire Chief: And now it's time to make a spot announcement. (Dog barks from the audience.) Thank you Spot.

### **99. The Frightened Hunter**

Story teller, hunter, game warden

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

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

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

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

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

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

### **100. The Candy Shop**

Yet another I got off of my Scout Part II and of course has the distinguished honour of being skit #100 (despite not necessarily being the hundredth I've seen or even the hundredth to appear in this list (a few having been put in then weeded out shortly thereafter) -- having seen all sorts of good and lots more either inherently bad skits, bad renditions of skits or both in my day, having forgotten

some and remembered others -- but it's somewhere around there. This one was really hammed up and included the kid walking up in a dance kind of way and the old storekeeper, being old, very laboriously climbing up a ladder, getting the candy jar, coming down, counting out the candies, and so on.

Old storekeeper, very young kid (4 years old)

Setting: Candy Shop

Kid: (Kid walks up to storekeeper and asks) I want five of those penny candies way up at the top.

Storekeeper: You mean those penny candies, way, way, waaaaaay up top?

Kid: Yes, please.

Storekeeper: Sigh! (Kid takes innocent pleasure in watching the storekeeper go up.)

Storekeeper climbs up and get him five candies, and receives the five cents.

This scene repeats itself several times over 3 more days, with the storekeeper being more and more tired each time and becoming equally more frustrated until,

Storekeeper: Oh! I see that kid coming. I know what he's coming to get, so I'll climb up now to get the candies before he comes in and have it ready for him.

(Kid walks in.) I bet I know what you want. I bet you want five of the penny candies from way up top, right?

Kid: Nope! Not today!

Storekeeper: Sigh! Now I have to climb back up to put them away. (He climbs up, puts them away, then comes down.) Now, sonny, what would you like today?

Kid: I would like three of those penny candies way up at the top!

### **101. The Strange Trees**

A cute play on French accents & associated puns -- a real groaner. Some sort of French accent greatly adds to the credibility of the skit. By the way, what does the C H on the Canadians' shirts mean? Center Hice!

General Montcalm, Sergeant-Major, Captain, Sergeant, Private

Setting: French base in Quebec City during Montcalm's and Wolfe's historical confrontation

General Montcalm, wanting to know what General Wolfe was up to and what his position was, decided to send out some reconnaissance.

General Montcalm: (To Sergeant-Major) Send out a Scout to see what General Wolfe's troops are up to!

Sergeant Major: (To Private) Find out what General Wolfe's troops are up to!

Private goes off, then a moment later comes limping back, injured, just barely clinging on to his life.

Sergeant Major: (To Private) What's wrong? Did you find anything about Wolfe's troops?

Private: (In raspy, dying voice) Bacon Tree! (And he dies.)

Sergeant Major: Inexperienced fool! (To Sergeant) Find out what General Wolfe's troops are up to!

Captain goes off, then a moment later comes limping back, injured, just barely clinging on to his life.

Sergeant Major: (To Sergeant) What's wrong? What's Wolfe's position?

Sergeant: (In raspy, dying voice) Bacon Tree! (And he dies.)  
Sergeant Major: He obviously wasn't inconspicuous enough! (To Captain) Find out what General Wolfe's troops are up to!  
Sergeant goes off, then a moment later comes limping back, injured, just barely clinging on to his life.  
Sergeant Major: (To Captain) What's wrong? What's Wolfe doing?  
Captain: (In raspy, dying voice) Bacon Tree! (And he dies.)  
Sergeant Major: What's wrong with you people? I guess I'll have to find out what General Wolfe's troops are up to myself!  
Sergeant Major goes off, then a moment later comes limping back, injured, just barely clinging on to his life.  
General Montcalm: (To Sergeant Major) What's wrong? What are General Wolfe's troops up to?  
Sergeant Major: (In raspy, dying voice) Bacon Tree! (And he dies.)  
General Montcalm: What's this Bacon tree? I guess I'll have to find out what General Wolfe's troops are up to myself!  
General Montcalm goes off, then a moment later comes limping back, injured, just barely clinging on to his life.  
General Montcalm: (In a raspy, dying voice) Those fools! That was no Bacon Tree! That was a Hambush! (And he dies.)

## **102. The Loon Hunt**

This is a cute one I got from the Mt. Norris Scout Reserve, Vermont, Staff Campfire.

Narrator, two hunters, Melican, Loon, wise man

Setting: Out in the woods

Narrator: This is the story of the little-known Melican and two hunters' efforts to capture it. For instance, watch. The Melican, which has been dancing around during the Narrator's speech, suddenly spots the two hunters, who blunderingly, and unsuccessfully, attempt to catch the Melican. During the next speech, all actors act according to the Narrator's storyline.

Narrator: Several times our bold hunters attempt to catch this Melican; they use traps, "Melican" calls, even a sick loon. (Every once in a while the actors make appropriate comments.) But all this was to no avail. Finally, they consulted a wise man.

Hunter 1: Wise man, we have been trying to catch the Melican for quite a while, but without any success. We even tried to lure it with a sick loon, because we'd heard that it was a good idea. What do you suggest?

Wise man: (In one of those old, strained, many years-of-experience sage voices,) You have been going about it almost in the right way. But the Melican also needs a sweeter trap!

Hunter 1: (Bewildered) Uh... Thank you, Wise man! Let's go!

Hunter 2: What did he mean by a sweeter trap?

Hunter 1: I don't know. Maybe we should feed our sick loon some sugar!

Hunter 2: Sugar?

Hunter 1: Yeah! You know, like sugar cured ham!

Narrator: And so our brave hunters took a bag of sugar and forced it down the loon's throat. Ahh ... Watch now as the Melican spots our loon.

The Melican sees the loon and DIVES for it, at which point, the hunters capture the Melican.

Narrator: Out brave hunters have finally succeeded in capturing the Melican.

Which, dear audience, leads to the moral of this story ... A loonful of sugar helps the Melican go down!

### **103. The Poor Excuses**

Boy, do skits ever present variations of themselves over time, this one over but a period of a month.

Army sergeant, 3 privates

Setting: Boot Camp

The three privates are in line, side by side, listening to the sergeant's instructions.

Sergeant: (using one of those yelling voices) Ok men! Listen up! We're going to do a long, hard, invigorating, uphill quick march! I don't want any weenies! Left turn! (They all turn; sergeant takes up the front.) Quick forward march!

They all begin doing a quick march (stay in place, of course.) All of a sudden, the private in back sneezes.

Sergeant: Company Halt! Ok, who did that? You? (Pointing to the first private.)

Private: N-n-no Sir!

Sergeant: I said no weenies! Integrity is important! All liars die! (Shoots the private.)

Private: Oh! You shot and killed me! (Dies.)

This last scene repeats itself with some variation, but essentially it's the same.

The scene continues to repeat itself until finally,

Sergeant: Who did that? You?

Private: Y-y-yes Sir!

Sergeant: Oh, you poor darling, do you have a cold? Here, have a tissue!

Version 2:

Essentially the same, but each private, having just been asked "Any objections?" giving a leering, threatening look, gives an excuse such as "I have to take care of my ageing grandmother," "I left a tap running," and so on. Each one is killed, or dismissed, according to your desires. Finally, after all are dead or dismissed, he exclaims, "Ah, good! I wasn't looking forward to this march anyway. I'll just go lie down."

### **104. 49! 49! 49!**

I've seen this once or twice before, with various settings, such as a big hole and the victim being pushed in, and so on. Presumably you can also do it just on the edge of a road, and push the victim just as a car or truck passes by.

Jumper, bystander

Setting: City Street

A person is jumping on up and down, yelling 49! 49! 49! The second person comes by and notices this; he asks what he\_s doing.

Victim: What are you doing?

Jumper: I'm jumping up and down on this manhole yelling 49! 49! 49! It's really fun! Wanna try?

Victim: Sure! (He takes the jumper's place and yells 49! 49! 49! All of a sudden, the jumper pulls the manhole cover out from under the victim, who falls into the sewer.)

Jumper: 50! 50! 50!

### **105. Going to Court**

This one is a run on that requires the above-mentioned partner whose been around for years and will be for years more, and good timing. One of the nice things about this one is that you can use as little as two appearances or if necessary, you can expand upon it to other situations involving the wordplay about "case" and court. Another line would be at the beginning where the litigant goes to someone for advice, but they say that they don't have a case, prompting them to go buy a briefcase.

Campfire Chief, litigant, briefcase

Setting: Campfire

Each time the litigant comes in, the campfire chief is about to announce or close a skit. Requires perfect timing or a chief who is able to blend in the litigant's entries perfectly, or both.

Chief: Hello? I'm trying to introduce the next item? What are you doing here?

Litigant: (coming in with briefcase) Uh, excuse me, but I need to tell you something. My inspection results today were terrible, so I'm going to (lift up briefcase) bring my case to court.

Next appearance, the litigant is crawling on the ground with a flashlight, without the briefcase:

Chief: Oh, it's you again. What are you doing down on the ground?

Litigant: I lost my case! I'm looking for it!

Next appearance, the litigant is up on a table, a high chair, a tall tree stump, in a tree, whatever, carrying his briefcase. He makes noise to get attention, and the chief shines a light on him.

Chief: What are you doing now?

Litigator: I'm bringing my case to a higher court!

Last appearance is a little dangerous. Be careful to have plenty of open space where people won't get hurt, and that the chief is ready for this.

Suddenly the briefcase is flying through the air and the Chief catches it – if only to protect the audience :) -- and exclaims:

Chief: (Flustered) What's this all about?

Litigator: My case got thrown out of court!

### **106. The Professor's Address**

A silly fill-in for a number of dull moments.

Announcer, Professor Glitzenshiner

Announcer: Yes, ladies and gentlemen. Today I have the great honour of presenting to you Professor Gliztenshiner. Professor Gliztenshiner is a little

known quack whose main field of expertise is geography. He attended Whatsamatta U. for his undergraduate degree in geographic localization; he went to Duck University for his Masters in human geography. He did his Doctorate at the Idiot Institute of Illinois on World geography, and is now on world tour addressing crowds large and small on Systems of Geography. Please, Ladies and Gentlemen, I would like to introduce Professor Glitzenshiner who will now give you his address.

Professor Glitzenshiner: My address is 1234 Pine Street. Thank you. (bows)

### **107. The Forgetful Witness**

Policeman, witness

Setting: On a street corner

Policeman: (to witness) Did you see that car in the hit and run?

Witness: You mean the '89 Toyota Tercel?

Policeman: Yes!

Witness: You mean the white one?

Policeman: Yes!

Witness: You mean the one driven by a crazy Scout leader?

Policeman: Yes!

Witness: With licence plate ABC 123?

Policeman: Yes!

Witness: And was it overfull of camping gear?

Policeman: Yes!

Witness: Sorry. I didn't see it.