

1. The Lawn Mower Sale

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

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

Lawnmowers on hands and knees in a row. Salesman standing around talking about lawnmower sales:

"Lawnmowers, Good Condition, Sale today only. Come and try them"

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

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

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

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

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

All exit

. IS IT TIME YET?

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

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

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

After a lonnnnnnnng pause,

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

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

Another long pause.....

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

Last Scout says: "YES" the answer is passed back.

Just after the first Scout gets the word, they all change to right foot over left and left arm over right.

Exit groaning

8. J.C. Penney

Need: 5 scouts (or more) and one article of clothing for each.

First scout enters, walking slowly. Second scout enters, wearing a hat and walking in the opposite direction. First scout stops second scout and says,

First Scout: "Hey, where did you get that cool hat?"

Second Scout: "J.C. Penney"

Second scout leaves and third scout enters carrying pants.

First Scout: "Hey, where did you get those pants?"

Third Scout: "J.C. Penney"

Others enter carrying new articles of clothing and offer similar explanations. Finally the last scout enters wearing just shorts. First scout stops him.

First Scout: "Who do you think you are dressed like that ?"

Last Scout: "I'm J.C. Penney !"

10. The Short Runway

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

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

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

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

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

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

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

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

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

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

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

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

Pilot: Boy that was a short runway !

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

13. Heaven's Gate

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

Announcer: Here we are at the Gates of Heaven.

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

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

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

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

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

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

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

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

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

Angel: How did you suffer ?

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

Angel: Well, come on in !!

15. New Saw

Need: 3 scouts (1 as announcer).

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

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

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

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

Announcer: The next day.

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

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

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

Announcer: The next day.

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

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

Announcer: (Makes sound effects of saw running.)

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

17. The Dead Body

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

Scene: One person lying on the ground, dead.

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

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

Where? Uh, (looking for a sign)

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

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

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

21. You've Broken the 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!

29. Sounds of the Lost Scoutmaster

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?")

33. The Pilfered Warehouse

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 cloth draped 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!

41. Is a Train Comin' Today?

Grandma, Grandpa

Setting: Train Station

Grandma: (In old voice) Grandpa, is a train Comin' 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 Comin' from the north today?

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

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

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

Grandma: Grandpa, is a train Comin' 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.

42. 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?

43. Food, Water & Mirror on the Sahara

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.)

47. The Infantry is Coming!

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.

51. What's 2+2?

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!

63. 49! 49! 49!

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!

81. Four Leaf Clover

A person finds a four leaf clover. He feels sure that it will bring him good luck. Another person runs into him. They accuse each other of running into each other. They start hitting each other. A policeman

comes along, the other guy accuses the lucky person. The lucky person is hauled off to jail. The lucky person reappears, disgruntled and unhappy. Garbage is dumped on him as he walks along and gets fined by a policeman for littering. The lucky man throws away the four leaf clover. Another finds it. The former lucky man comes back on stage. The person who found the four leaf runs on stage saying he just won a million dollars and has good luck since he found it. The former lucky man slumps down, groans, and begins to cry.

93. Musical Toilet Seat Salesman

A scout is a door to door salesman, selling Musical Toilet Seats: If you have some cardboard make props like toilet seats. Salesman approaches each home knocks on the door and sells the seat:

Salesman: "Good morning sir, I like to show you the newest thing in electronic technology. My company has developed the new musical toilet seat. Would you be interested in buying this modern day marvel?" (ham this up, plead beg, etc. be a door to door salesman)

Customer 1: "Do you have one that plays Dixie?"

Customer 2 asked for "Eat the Rich" .

Customer 3 asked for "Star Spangled Banner"

Salesman, I sure do, Here it is, I hope you like it. I'll come back tomorrow to make sure you are satisfied." The next day the Salesman goes back and asked of each customer: How did you like the musical toilet seat.?

Customer 1: "It was great, it played Dixie and I sat there with a bucket of fried chicken enjoying each note.

Customer 2: "It was great. I listened and read a copy of the Rolling Stone magazine."

Customer 3: "I hated it, It just did not work out.

Salesman responds to Customer 3: "we have never had an unsatisfied customer, what went wrong?"

Customer 3: " It's that music. "Every time I sit down on the toilet, it starts playing the Star Spangled Banner and I have to stand up again!"

96. Tankety Tank

This skit requires little preparation and no props, and has only two speaking parts. It can use a cast of hundreds, and it is full of blood, gore, and dead bodies. That makes it perfect for Cub Scouts and campfires.

Preparation

The Wizard and the lone Scout need to rehearse their lines, and everybody should practice a few times. The practice is as much fun as the skit. Encourage all participants to ham it up. The Wizard should wear a long bathrobe.

The Skit

A lone Scout rushes onto the stage and screams that the enemy is coming. He has no weapons to fight with! What should he do? "I know. I'll have to ask the Wizard. It's my only chance to save humanity from the terrible enemy."

The Wizard enters the stage, and the Scout rushes to him begging for help. The Wizard tells him not to panic, and hands him a secret invisible sword. The Wizard explains the sword, and tells him to say, "Stabety Stab!" when he uses it. The Wizard assures the Scout that this magic sword will protect him. The Wizard retires to a quiet corner of the stage. The Scout is delighted. He waves the sword around, and tells everybody about it. He boasts about what he will do with it. He moves to one end of the stage. Several enemy soldiers sneak onto the other side of the stage, saying, "There he is" and "Let's get him." The Scout panics as they approach, worries aloud about what to do, and finally remembers to use the magic sword. Yelling "Stabety Stab!" over and over, he kills all of the enemy in a mighty battle. He is very proud of himself, and boasts of his ability. More enemy soldiers begin to enter. The Scout starts forward, yelling "Stabety Stab!" but the enemy keeps on coming. The Scout rushes back to the Wizard for more help. The Wizard gives him an invisible gun, telling him to yell, "Bangety Bang!" Again the Scout boasts about his weapon, goes into battle, and kills all the enemy. Again he boasts that he can defeat any enemy with the Wizard's magic weapons. The situation is repeated, and the Scout tries "Bangety Bang!" and "Stabety Stab!" without success. This time the Wizard gives him a magic laser, for which the Scout yells, "Zapety Zap!" Again he kills all the enemy and boasts. The Wizard quietly disappears. A single enemy soldier enters the stage. He is the biggest Scout in camp. He creeps slowly forward, as our Scout boasts about how easily he can defeat the

enemy. The enemy soldier ignores the "Stabety Stab!", "Bangety Bang!", and "Zapety Zap!", as the Scout tries them several times. The Scout looks desperately for the Wizard. The enemy moves faster across the stage. As he knocks the Scout down and runs over him, he yells, "Tankety Tank! Tankety Tank!"