

A Compass Lesson

Here is a pun and a half.

Need: 1 leader and 2 or more scouts.

Props: A good compass and a map

Announcer: In this scene, we see a Scoutmaster teaching a Patrol about maps and compass.

Scoutmaster: Now fellows, if you take a bearing from the map this way you can now stand up and, keeping the compass away from your belt buckle, walk along the bearing until you reach your destination. John, you try that.

John : (Does as instructed, exits, re-enters)

Scoutmaster: (Standing) In the same way you can take a bearing on a distant object, and use that to find where you are on the map. Now, each of you take a bearing on that big tree on the hill top.

Other boys : (Do as instructed, passing compass around, making suitable comments.)

Scoutmaster: (After a few moments) All right, let's all gather around. That wraps up tonight's compass lesson. There is just one more important point ! Never, never buy a TATES compass.

Tom : Scouter, why should we never buy a TATES compass ?

Scoutmaster: You know the old saying: "He who has a TATES is lost!"

The Dead Body

Here's a quck laugh

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

Scene: One person lying on the ground, dead.

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

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

Where? Uh, (looking for a sign)

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

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

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

Dirty Socks

About a 5 on the Gross chart.

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

1st scout (Walks to billy carrying his mug. He dips his mug in and brings it up to his lips for a drink.)

" THIS CAMP COFFEE IS GETTING WORSE! "

2nd scout (Walks to billy carrying his mug. He dips his mug in and brings it up to his lips for a drink.)

" THIS CAMP TEA IS GETTING WORSE! "

3rd scout (Walks to billy carrying his mug. He dips his mug in and brings it up to his lips for a drink.)

" THIS CAMP CHOCOLATE IS GETTING WORSE! "

4th scout (Walks to billy, dips his hands in and takes out a pair of wet socks. As he wrings them out he says.)

"I THOUGHT THAT WOULD GET THEM CLEAN!"

Note: (from author)

In England we have nesting sets of aluminium cooking pots with a steel wire handle. They look like a small straight sided bucket or paint pot. These are called Billys or Billycans. We also have larger cast iron or steel cooking pots usually oval in shape. Most of these are army surplus and are known as Dixies.

The Magic Doctor's Chair

Pay close attention here.

Need: 5 scouts (1 as doctor, 4 patients). Two chairs.

Scene begins with doctor sitting on one of the chairs.

First patient enters twitching their left arm.

DOCTOR: "And what's wrong with you sir?"

Patient 1: "As you can see doctor I have this terrible twitch"

DOCTOR: "Just sit on my magic chair and you'll get better"

The patient sits on the chair and stops twitching, but the doctor's left arm starts twitching.

Patient 1: "Oh thank you doctor. you cured me"

The patient leaves, the doctor still twitching calls for the next patient.

DOCTOR: " Next " "And what's wrong with you sir?"

This patient has the hiccups. The process of sitting in the chair is repeated. The doctor now has a twitch and the hiccups.

The third patient is called in, both his legs keep flicking in the air. The process is again repeated so that the doctor now has a twitching arm the hiccups and both legs flicking in the air.

The doctor now calls patient four. This patient looks quite normal, enters and sits in the magic chair.

DOCTOR: "And what may I ask is wrong with you sir?"

Patient 4: "I've got a terrible case of the runs doctor"

The doctor runs off the stage holding his stomach.

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

Go Cart

Get your friends with this one.

Need: 2 scouts (1 participant is on hands and knees as the 'Go Cart').

Driver : Oh, this fool Go Cart is always giving me trouble ! Now the front wheel has come off. (Selects member of audience) Would you come over and give me a hand. Thanks. (Selected person may have some comments to respond to - then they are led to the cart.)

Driver : Here, if you would just be the wheel I need. That's right, get down on your hands and knees up there and be the front wheel. Now let me try it again. (Driver gets on car, tries to start it up.)

Go Cart: (Makes sputtering noises, starts, moves forward, then sags and sputters out.)

Driver : Now what is it ? (Driver moves to rear, lifts cart, lets go and cart sags again.)

Driver : Now that old suspension has gone, I need more help. (Selects someone else) Please come over here and be the suspension. That's right, just hold the back end up there. Now I'll try it again. (Gets on car, starts engine.)

Go Cart: (Sputters to life, moves forward, wobbles, and stops)

Driver : (Getting off) Oh, no. Now the rear wheel is loose. I'll go and get more help. (Selects more help) (New help is positioned at rear wheel.)

Driver: This wheel is loose. If you will just hold the wheel (indicates leg) tightly so it doesn't fall off, you'll be a big help. Thanks. (Driver gets on cart, starts engine)

Go Cart: (Starts up, runs fine, moves forward)

Driver : (Braking to halt) Oh, that's perfect now ! All I needed was a few NUTS to get it going !

Heaven's Gate

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

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

Announcer: Here we are at the Gates of Heaven.

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

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

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

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

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

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

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

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

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

Angel: How did you suffer ?

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

Angel: Well, come on in !!

The Invisible Bench

Need: 4 (or more) scouts .

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

"I'm sitting on the invisible bench."

"Can I join you?"

"Sure, there's plenty of room."

Second boy pretends to sit.

A third boy comes along, and the scene repeats.

Go on for as many boys as you want.

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

AAAHHHHHHH!!!! All seated boys fall down.

The Lost Lollipop

Here is a crowd teaser.

Need: 2 scouts.

Small boy is sitting, crying

Passer-by #1: (Enters) What's wrong little boy, why are you crying?

Boy: (Sobbing) I lost my lollipop !

Passer-by #1: Have you looked for it ?

Boy: (Continues to sob) Oh, yes, I've looked under my bed, in my sock drawer, and even in Charlie's pocket.

Passer-by #1: I've heard that chanting often works. You think very hard about the lollipop until you can see it in your mind, and chant 'lollipop' over and over again.

Boy: (Closing eyes tightly) Big red yummy lollipop, big red yummy lollipop, big red yummy lollipop.

Passer-by #1: (Nods approval and strolls out)

Boy: (Continues chanting for a while, then starts crying again)

Passer-by #2: (Enters) What's wrong, little boy ?

Boy: (Sobbing) I lost my lollipop, and I hunted and hunted, then this man told me to chant, and I did, and it didn't work !

Passer-by #2: Chanted ?

Boy: Yeah, like this (Demonstrates, then starts to cry)

Passer-by #2: Don't cry little boy. Maybe we need more help.

Boy: (Turns to audience) You're my only help to get my lollipop back. Everybody, very softly now, chant with me, "Big red yummy lollipop, big red yummy lollipop, big red yummy lollipop." (Gets everyone doing it in unison) Great ! I think it's working, keep going now.

Passer-by #1: (Re-enters) Hi little boy. Did it work ?

Boy: (Loudly) No, it didn't, but I did find a whole lot of suckers !

Measurement Problem

It takes all kinds.

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

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

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

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

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

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

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

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

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

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

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

Scout 1: (scornfully) Cubs!

Scout 2: I'll say. (To the Cub) Didn't you hear right? We want to know how tall the pole is - not how long it is

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 ?

The Raisin

Here is a simple yet popular one.

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

1st Scout comes out: Gets down on all fours, pretending to be a table.

2nd Scout comes out, looks at the table and declares;

2nd SCOUT: "Ahh, a fly, I think I'll pull it's wings off" Proceeds to pick it up, pluck the wings, put it back on the table, and walks off.

3rd Scout comes out, looks at the fly on the table and says;

3rd SCOUT: "Oh, a fly with no wings, I think I'll pull it's legs off", With great precision and animation, picks up the fly, removes it's legs, and puts it back and walks off.

4rd Scout comes out, looks at the fly and announces;

4th SCOUT: "Say, a fly with no wings and no legs, I think I'll pull it's head off." Then proceeds as the other Scout before him.

Last Scout comes out looks at the table, then carefully inspects the object with out picking it up and says very quickly

LAST SCOUT: "A raisin !" and quickly picks it up and puts it in his mouth

Seargent and the Private

This is a GREAT one.

Need: 2 scouts (Private and a Seargent).

Sarge and private walking.

Private: "I want to rest!"

Sarge: "No! we have to finish this hike. Keep going!"

Private: "But my feet hurt" etc. (Whining.)

Here you can be creative, add a few more excuses...

Sarge: "Absolutely NOT!!!"

Private: "Ill cry..."

Sarge: "Go ahead!"

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

Here Sarge gives in and they rest. Next the private wants to stop and 'take a wee' (you can always use the "Weeee!" when the Sarge finally gives in after the same Rigamarole. and next a drink, and finally food. But this is only a day hike so there is no food. After more tears, the sarge finds a worm and the private will only eat it (on the threat of more tears) if the sarge eats half. Of course when he finally does, the private starts bawling again and screams

Private: "You ate my half."

The Short Runway

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

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

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

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

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

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

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

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

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

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

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

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

Pilot: Boy that was a short runway !

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

Skit - Rowing

This works well as part of an organized meeting. This skit should not be announced.

Need: 4 boys with 4 chairs

Four or more people sneak up behind the speaker and set chairs down so that "the speaker can't see them." They then begin to go through the motions of casting a line and reeling it in. After a while the audience is watching what the group is doing and then the "speaker" looks over and asks, "What are you doing?"

"We're fishing!" is the reply of the fishermen, after which they go back to their motions and the speaker resumes talking. After a short time the speaker looks over and says - "But you can't fish here!"

"Why not?" asks another fisherman.

"Because there's no water here!" (speaker)

"Oh, well, they weren't biting anyway!" (fisherman)

The fishermen then turn their chairs so that they are lined up in a single line, facing in the same direction. They go through the motions of putting their gear away, and then, acting as if they are rowing a boat, slide their chairs backwards across the stage."

Comments: It worked well in a gymnasium and at the hall where we showed it to the leaders at roundtable. Perhaps the fishermen could sit on plastic garbage bags, or pieces of plastic sheet such as that which is used for ground cloths and simply scoot across the ground when it is time to "row" away.

Also, the speaker could be starting what looks like the introduction to another skit when the fishermen interrupt his narration.