

DOCUMENT TITLE: JOKES & SKITES

AROUND ME

You need two characters, one on stage and the other to rush on in a panic, swatting the air, looking desperate and yelling, "It's all around me, it's all around me!"

"What? What's all around you?" the first player asks.

The other replies, "My belt, of course!"

VERSION 2

After second character rushes on...

"What? What's all around you?" the first player asks.

The other replies, "The air!"

BEE STING

Good for a quick laugh.

NEED: 2 scouts

1st scout "OOOOOUCH , OOOOOH , OOOUCH."

2nd scout "What's the matter with you?"

1st scout "A bee's stung my thumb."

2nd scout "Try putting some cream on it."

1st scout "But, the bee will be miles away by then."

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!"

AAAAHHHHHH!!!! All seated boys fall down.

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.

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 quick 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

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!"

THE MAGIC DOCTOR'S CHAIR

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.

GO CART

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

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 !!

IS IT TIME YET?

Oldy but goody.

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

J.C. PENNEY

Heres a simple yet fun one.

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 !"

THE LAWNMOWER SALE

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

THE LIGHTHOUSE

CAST:

1 narrator

3-6 Scouts for the lighthouse walls

3-6 leaders, counselors, kitchen staff, etc., number to equal the Scouts and will be 'recruited' during the skit

1 flashlight, or 2 if using 5-6 Scouts

Scouts stand in a circle, facing out, feet spread 2' - 3' apart but touching feet of Scouts on each side. The flashlight is held at eye level and is passed around the circle. Scouts stand tall and hold the beacon's beam steady.

Narrator: "Many years ago the people of a seaside village built a lighthouse to warn approaching ships of a dangerous shoal near their harbor. Its beacon could be seen for miles, even in fog and storms. For many decades, the lighthouse stood firm and gave safe passage to all who sailed by the village. But as the years went by, the villagers grew old and so did the lighthouse. The villagers could no longer make repairs, the ocean's waves wore away the foundation, the lighthouse started to sag and failed at its duty."

The Scouts now stoop, heads lean to the side and bend their knees slightly; the light 'travels' a zig-zag path around.

Narrator: "When the schooners and square riggers started to go aground on the shoals, the old villagers knew they had to call in experienced people to help with their problem. People who were pillars in their own communities and who were solid as a rock."

Recruit your favorite 'I'm gonna get you now' people and instruct them to go down on their hands and knees and into the walls. Leaders are facing in with their derrieres out, and are straddled by the Scouts who again stand tall and give a steady light.

Narrator: "Now with these new rocks placed into the foundation, the lighthouse once again shines a bright beacon and stands firm in the stormy surf to withstand the pounding of the waves."

Scouts drop the flashlight and then hand paddle the leaders.

FILE:SKITS-1.DOC