

DOCUMENT TITLE: More Skits - 2

THE LOST LOLLIPOP

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 !

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 MEDICRIN

PRESENTATION:

The story calls for a narrator, a Hero, a Medicrin, a Loon, and assorted villagers. The narrator should have a loud, clear voice. There should be at least three villagers, but the more, the merrier (up to ten).

The narrator should read the story, and the characters should act out the parts. I personally feel no props should be used, and only the narrator should speak.

The narrator should read the story slowly and dramatically. Purely from the spoken point of view, the only humor in the entire story is the final punch-line. However, minor slapstick should be employed by the actors. This is amusing mostly because of the punch-line. This story should not be evoked in excess

There once was a medieval village named Trinsic. This village was being terrorized by a vile monster, the Medicrin. Each night, the Medicrin would stalk down from the hills, and devour one of the villagers.

The terrified villagers called a meeting, and decided to pool their money together to hire the great hero Erik. (fanfare)

Erik came and listened to the complaints of the villagers. He consulted his Great Hero's Book of Vile Monsters, and learned that Medicrins love to eat Loons.

So Erik hunted high and low to find a loon. He found one, captured it, tied it up, and brought it back to the village. He then had the villagers dig a deep pit.

Erik threw the loon into the pit, hoping to capture the Medicrin, and slay it.

That night, the Medicrin came . . .

It smelled the loon . . .

But it also smelled DANGER, and it ran off, devouring one of the villagers on the way out.

After calming the villagers, the next day, Erik again consulted his Great Hero's Book of Vile Monsters, and learned that Medicrins also love sugar.

So Erik gathered up all of the sugar in the village, and threw it into the pit. The loon, not having eaten in days, devoured all of the sugar in a single gulp. Erik was struck with panic, and ran to and fro trying to figure out what to do next, but night had fallen, and the Medicrin would be there soon, so Erik crossed his fingers, and hoped for the best.

That night, the Medicrin came . . . It smelled the loon . . . It smelled danger . . .

But it also smelled the sugar, and the Medicrin dived into the pit, and devoured the loon. The villagers swarmed over the Medicrin, and slew it.

The moral of the story:

"A loon full of sugar helps the Medicrin go down."

MEASUREMENT PROBLEM

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

THE LOST QUARTER

NEED: 5 or more scouts.

Scene: One person acts as a lamp post, shining a flashlight on the ground. Another is groping around in the pool of light. (He's Scout One).

A third person enters, sees Scout One, and asks: "What are you looking for?"

Scout One: "A quarter that I lost".

He joins # 1, and helps him search. A fourth and fifth enter and repeat the above scene.

Finally one of them asks Scout One: "Where did you lose the quarter?"

Scout One: (Pointing away) "Over there"

Other Scout: "Then why are you looking here?"

Scout One: "Because the light is better over here!"

NUTTY FISHERMAN

NEED: 2 scouts

Center stage is a young scout fishing from a tin can or bucket, he keeps pulling the rod as though he has something on the line. A passer by looks at him as he walks by and then walks on, after a few steps the passer by comes back to the scout.

Passer by: "What ya doing there?"

Fisher: "I'm fishing, what's it like I'm doin'?"

Passer by: "Fishing eh!, what are you fishing for."

Fisher: "I'm fishing for suckers."

Passer by: "Have you caught any?"

Fisher: "Yes you're the third one today"

PATIENCE JACKASS

NEED: 3 scouts (one mule, one driver, one narrator)

Two scouts enter (one on all fours if conditions allow) and move across stage as the skit proceeds. One is the mule and the other is the driver. A narrator stands just offstage.

Narrator: "In the heat of the Mojave Desert, the mule driver pushes his beast toward town. The first day.

Mule: "Water, master, water!"

Driver: "Patience, Jackass, Patience!"

Narrator: "Still they drive on relentlessly. The second day. . ."

Mule: "Water, master, water!"

Driver: "Patience, Jackass, Patience!"

Narrator: "Without mercy, they push to their goal. The third day. . ."

Mule: "Water, master, water!"

Driver: "Patience, Jackass, Patience!"

Narrator: "Still far from town, they go on. The fifth day. . ."

Voice offstage: "What happened to the fourth day?"

Driver: "Patience, Jackass, Patience!"

If this is done well you will be able to get the audience to yell, instead of a voice offstage. Then you can get them.

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