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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 pre-selected (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!

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!

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: They 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

6 Cubs (SCOUTS)

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

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

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 ...marrvelous. 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 every one 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!

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!

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

Rifle squad, Commander, Person to be executed

Setting: Jail

Person about to 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 gu ys 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 recognisable, 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

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 Screwly 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

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

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 bayonnet. 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

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

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, Pleeeeeeease, 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) AAHHHHHHH!

100. The Candy Shop

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.

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: Our 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 Glitzenshiner. Professor Glitzenshiner 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)

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