

Enlarging Machine Skit

Required:

at least 4 scouts and a leader, one volunteer (victim)
sheet
small stick and large branch
empty balloon and blown up balloon
small dry sponge and large sponge
bucket of water
tiny paper airplane and very large paper airplane

Preparation: Ask for a volunteer from the audience before the skit is set up. Have the skit leader take the volunteer out of the room for some quick training. Tell him that the leader said this skit can be done only if the floor doesn't get scratched up and nothing gets broken.

Notes: This skit has water so make sure its ok on the floor.
The victim should be someone with a good sense of humor.

Script: Leader:

Ladies and Gentlemen, I am Gustaf Mulch, world-famous inventor extraordinaire! Today, you are all fortunate to be the first to see my latest invention in action - the **Enlarging Machine!!!**

Leader: Assisting me in my demonstration today is the great [Bob] world-famous sidekick and all-around good guy!

Leader: Bob, please take this small item (person hands him the small airplane) and gently toss it into the machine. When it comes back out, please don't let it hit the floor or it might break. I promise you, its completely safe.

(Bob tosses the airplane over the sheet and a scout sails the huge plane back out towards Bob. Hopefully, Bob will successfully catch the big plane.)

Leader: Wonderful, Bob! You did great! What a huge airplane! (If he did not catch it, tell him to try a little harder next time.)

Leader: Bob, let's continue with the demo. (scout hands him the empty balloon.)

(Bob tosses the balloon in and a scout tosses the blown balloon back.)

Leader: Terrific! Good catch, Bob! We really don't want to scratch the floor or break anything. I must admit this is the best the machine has worked so far! Do we have anything else to try?

(scout hands small sponge to Bob)

(Bob throws it over and a scout throws back a large soaking wet sponge. Hopefully, Bob is in the habit of catching whatever comes back and catches it)

Explain the Joke Skit

Required: 2 scouts - could have 2 or 3 more if available

Notes: Be sure to have actual patrol leaders doing the joke so they are making fun of themselves.

Script:

(Scout #1 is a patrol leader standing center stage. Could have a couple more patrol leaders standing around in different spots.)

(Scout #2 comes onstage laughing to himself and walks up to Scout #1)

Scout #2: Hey, wanna hear a real funny Patrol Leader joke I just heard?

Scout #1: Sure, but before you start, you should know I'm a patrol leader. And, that guy's a patrol leader. And, so is that one over there. So go ahead and tell me your joke.

Scout #2: Ah, never mind. I don't want to have to explain it three times!

Fishing Secret Skit

Required: 4 or 5 scouts **Script:** 3 or 4 scouts in a group, all fishing and not catching anything. 1 other scout walks onstage, waves to them and they wave back. He sits away and starts fishing. He catches a fish and repeats it a few times.

One scout gets up and walks over to the scout that is catching fish.

Scout #1: I've been here fishing all day and haven't caught anything. You've almost caught your limit already. What's your secret?

Fish Scout : mumble mumble with mouth closed.

Scout #1: What did you say?

Fish Scout : mumble mumble with mouth closed.

Scout #1: Oh never mind! (walks back to buddies)

Scout #1: He's kinda strange. I couldn't understand him.

Repeat with each scout asking his secret until the last scout tries.

Last Scout : We've been here all day and haven't caught anything. What's your secret?

Fish Scout : mumble mumble with mouth closed.

Last Scout : What?

Fish Scout : mumble mumble with mouth closed.

Last Scout : Oh, come on. You can tell me, buddy! (and gives him a slap on the back which causes the scout to take a big hard swallow and look kind of sick.)

Fish Scout : I said - 'You have to keep the worms warm!'

Firing Squad Skit

Required: 6 to 10 scouts **Notes:** You can add more disasters such as tornado, flood, earthquake if you have more scouts. **Script:** (3 soldiers in a holding cell stage left. In walks the leader of the enemy.)

Leader: You have all been found guilty of spying. You will each be shot by firing squad as soon as the squad arrives.

(leader walks stage right to wait for the squad)

Prisoner #1: Hey, I know how we can get out of this. Let me go first and follow my lead. (the firing squad enters stage right)

Leader: First prisoner, take your place! (Prisoner #1 steps out from the others and stands straight and tall facing the firing squad)

Leader: Ready!

Leader: Aim!

Prisoner #1: HURRICANE!

(all the soldiers scurry for cover looking afraid. The prisoner runs offstage. When they realize there is no hurricane, the soldiers line up again)

Leader: Next prisoner, take your place!

(Prisoner #2 steps out from the others and stands straight and tall facing the firing squad)

Leader: Ready!

Leader: Aim!

Prisoner #1: TIDAL WAVE!

(all the soldiers scurry for cover looking afraid. The prisoner runs offstage. When they realize there is no tidal wave, the soldiers line up again)

Leader: Next prisoner, take your place!

(Prisoner #3 steps out from the others and stands straight and tall facing the firing squad)

Leader: Ready!

Leader: Aim!

Prisoner #1: FIRE!

(the prisoner falls, being shot by the soldiers)

Follow the Tracks Skit

Required:4 scouts

Script:(All scouts are sitting around a campfire. They can be Indians or cavemen or campers.)

Scout #1: (walks over to storage box and looks in.) Hey, we're about out of meat. I'm going to go get a deer.

(everyone waits while he walks offstage and comes back 15 or 20 seconds later. Could fill the time with a joke or two.)

Scout #2: Hey, nice deer! How did you get it?

Scout #1: I just followed the tracks.

Scout #2: You know, some rabbit would go well with that deer. I'm going to go get some.
(everyone waits until he returns.)

Scout #3: Nice rabbits. How did you get them?

Scout #2: I just followed the tracks.

Scout #3: Nothing like a little possum to go with rabbit. I'll go get some.
(everyone waits until he returns.)

Scout #4: Nice possum. How did you get them?

Scout #3: I just followed the tracks.

Scout #4: Squirrel always adds flavor. I'll go get some.
(everyone waits until he returns.)

(Scout #4 comes limping back, broken leg, all banged up and barely alive.)

Scout #1: Hey, what happened to you?

Scout #4: I just followed the tracks...

Scout #4: And a train hit me!

Fool's Gold Skit

Required:at least 4 scouts - Assayer, his partner, 2 or more miners

Script:The assayer and his partner are in the office, waiting for gold miners to bring in gold from their claims.

Partner: Hey, mind if I go across the street to grab a bite for lunch?

Assayer: Sure, I'll watch the shop.

First miner walks in with a sack.

Assayer: Howdy, what can I do for you?

Miner #1: I think I found some gold on my claim. Here, tell me what this is and what it's worth.
(hands over sack and assayer looks inside)

Assayer: This is just fool's gold.

Miner #1: Dag num it! I've wasted 3 months in them there hills! (storms out, leaving his sack behind.)

As many miners as you have each walk in with a sack and the same general scene unfolds with the assayer getting a pile of sacks.

Finally, his partner comes back from lunch.

Partner: Hey, whatcha got in all them sacks?

Assayer: Ha, I've got all those fools' gold!

Fred the Flea Skit

Preparation:one scout one volunteer victim

Script:"Here in my hand, I have Fred the Flea. Fred will perform for you some amazing feats. Watch closely."

"Fred, do jumping jacks! Very good! Cheer, everyone!"

"Fred, do a somersault!"

"Fred, do a high jump!" Watch him go way up, then back down.

"Now Fred will do a long jump. I need a volunteer to catch Fred." Pick a leader, or someone in authority.

"OK, hold your hands out to catch Fred."

"Fred, do a longjump!" Watch Fred jump to the volunteer

"Oh, wait! He jumped too far - don't move!" Walk over to the volunteer. "Fred seems to have jumped into your hair!"

Start picking through the volunteer's hair.

"Here we are .. no, that's not Fred." toss the flea over your shoulder.

"Ah! No, that's not Fred."

"That's not Fred."

"Fred, are you in there?"

"That's not Fred either."

"Fred? Aha! Here he is! He's had a rough day, we're done now."

George Washington and the Cherry Tree Skit

Required:4 scouts

Script:Scene: 3 scouts sitting around a campfire with one scout acting as the adult leader.

Leader: We need to reflect on our day at camp. For the most part, I think it was a great day. What do you think?

Scouts: yeah! great! really good!

Leader: But, there was one instance that we need to take care of. I'm sure you know what it was. I only want to ask once - who rolled the tent over that cliff over there?

Scouts: Not me! I didn't! It wasn't me! Don't look at me!

Leader: OK, let me tell you a little story about our first president, George Washington. George's dad had a cherry tree that produced lots of cherries every year. One day, when George's dad came home, his cherry tree had been chopped down.

Scouts: Huh! Hmmm! Uhuh!

Leader: Yep, and when George's dad asked him 'Son, did you chop down my tree?', George, being honest and brave, replied 'Yes sir, I did it.' Well, George's dad said 'Since you told me the truth, we'll pick all the cherries and make a big cherry pie for you.'

Scouts: Wow! Really! Huh!

Leader: Now, one last time - Who pushed the tent over the cliff?

Scout #1: Not me!

Scout #2: I didn't!

Scout #3: (sheepishly replies) It was me.

Leader: (mad and grabs the scout by the arm to take him away.) Come on, then! You're going home!

Scout #3: But George Washington got a cherry pie for telling the truth!

Leader: George Washington's father wasn't in the cherry tree when George Washington cut it down!

Getting Into Heaven Skit

Required:4 or more scouts

Script:Angel: Well, pretty slow day here at the Gates of Heaven. Oh, I see a customer floating over now. Let's see what his story is.

Scout #1: Good morning, I seem to have died. I'm sure glad I came to heaven.

Angel: Hold on there, son. You aren't in yet. Only good folks that have suffered enough on earth get to enter heaven. How have you suffered on earth?

Scout #1: Hmmmm, well I ate camp food three years.

Angel: Sorry, dude, that's not enough suffering.

(Scout exits dejectedly.)

Scout #2: Howdy!

Angel: How have you suffered on earth?

Scout #2: I backpacked 65 miles through the mountains.

Angel: Sorry, but that's not enough suffering.

(Scout exits dejectedly.)

Scout #3: Hello!

Angel: How have you suffered on earth?

Scout #3: I forgot my sleeping bag on a winter campout, and I got poison ivy seven times, and I had chicken pox, and my parents never gave me an allowance, and I had to walk 4 miles to school uphill both ways.

Angel: Oh, so close. But, sorry, not enough suffering.

(Scout exits dejectedly.)

[have as many scouts as desired come up with ways they've suffered.]

Last Scout : Hey, Angel, any chance I could get into heaven today?

Angel: How did you suffer on earth?

Last Scout : I'm in [name of Patrol or Troop]

Angel: Oh, you poor soul. Come on in!

Got Any Duck Food? Skit

Script: Scout 1 stands behind box or chair or table being used as the store counter.

Customer: (walks in and faces store owner) Got any duck food?

Owner: No, this is a hardware store. We don't sell duck food.

(customer leaves and comes back the next day)

Customer: Got any duck food?

Owner: No! This is a haaaardwaaaaaaare store. We....do....not....sell....duck....food.

(customer leaves and comes back the next day)

Customer: Got any duck food?

Owner: No! No! No! And, if you ask me again, I'm gonna nail your feet to the floor!

(customer leaves and comes back the next day)

Customer: Got any Nails?

Owner: No.

Customer: Got any Duck Food?

Great Raisins Skit

Required: 5 or more scouts.
big dark-colored garbage bag for each.

Preparation: all but one scout puts a garbage bag on like a coat - with a hole cut out for his head.

Script: All scouts but one are Raisins and they come on stage and line up. They sing the Raisin Bran song.

"We are the raisins that make the Raisin Bran so great." over and over and over ...

Last scout walks onto stage with his fingertips together over his head so his arms make a big circle - he is the spoon.

Raisins: Spoon! Aaaaaah! (and they all run around in a panic, but not too fast)

The 'spoon' catches one raisin and takes him offstage.

Raisins line up, settle down, and start their song again.

Spoon reappears and takes another raisin.

Repeat until only one raisin is left. He stands there sadly and sings:
"Oh, I wish I were an Oscar Meyer weiner ..."

For added fun, have the 'spoon' enter the stage the 2nd or 3rd time with only one arm pointing straight up - he's a knife. :-)

One Raisin yells - "Spoon!!!"

Another yells - "Hey, its just a knife! I think he's after the jelly." and they all settle down while the knife walks across.

Can do the same thing with both arms pointing up with elbows bent to the side slightly - a fork. :-)

One Raisin yells - "Spoon!!!"

Another yells - "Relax, that's a fork! The eggs are in trouble now!" and they all settle down while the fork walks across.⁴

Guaranteed Parachute Skit

Required: 2 scouts **Script:** A guy wants to start skydiving so he goes to buy a parachute.

Dealer: This is our best parachute. It's completely guaranteed.

Customer: Great, what's this handle for?

Dealer: That's the rip cord. You pull it and the parachute opens.

Customer: Great, what's this other handle for?

Dealer: That's the emergency chute. If the main chute fails to open, pull that handle and the emergency chute opens.

Customer: Well, what if the emergency chute doesn't open?

Dealer: Like I said, it's guaranteed! Just bring it back and we'll give you a full refund!

Hair in my Hamburger Skit

Required:3 scouts

Script:(scout #1 enters a restaurant and is seated by scout #2.)

Scout 1: I'd like a burger and fries, please. With a coke.

Scout 2: Very good, it will be right up.

(Scout 2 exits and returns with imaginary plate.)

Scout 2: Here you are, sir. Enjoy!

(Scout 2 moves off a ways, waiting to serve.)

(Scout 1 takes a bite and enjoys it until he stops and pretends to pull a long hair out of his mouth.)

Scout 1: Yuch! Waiter! There's a hair in my burger!

Scout 2: Oh, I am so sorry, sir. Here, give me that and I will bring you a fresh meal.

(Scout 2 leaves and comes back with a new plate.)

Scout 2: Here, sir. I brought you new fries also.

Scout 1: Thank you.

(starts eating again and finds another hair.)

Scout 1: Waiter! I found ANOTHER hair. I want to speak to the cook - NOW!

(Scout 2 runs offstage and brings back scout 3 who is the cook and pretends to be forming hamburger in his hands.)

Scout 1: What is the problem? Don't you know how to make hamburgers?

Scout 3: Yes, I do. I make these burgers the same way every time. See?

(scout rolls a ball of hamburger in his hands. Then, puts it in his armpit and squeezes his arm down.)

Hunting Thanksgiving Dinner Skit

Required: 4 to 8 scouts
at least one pizza box
a bush or cardboard bush cutout

Preparation: Hide the pizza box behind the bush cutout or tape it to the back before bringing it onstage so no one sees it.

Script: (Scout #1 is stalking around the stage obviously hunting something like Elmer Fudd.)
Scout #2 walks up to him.

Scout #2: What are you doing?

Scout #1: Shhhh, I'm hunting Thanksgiving dinner.

Scout #2: Oh, ok, I'll help. (stalks around too)

(repeat this for as many people as you want. Once they are all stalking, Scout #1 stops suddenly and points to bush.)

Scout #1: AH-HA! I've found it!

(he reaches behind bush and pulls out pizza box and they all run off to eat.)

I Gotta Go Wee Skit

Required: 4 to 8 scouts and 1 leader

Script: All scouts lay in a line sleeping with leader at one end and Scout #1 at the other.

Scout #1: I gotta go Wee.

(each scout passes the request down the line until it gets to the leader)

leader: you'll have to hold it.

(scouts pass the reply back)

Scout #1: I really gotta go Wee.

(pass it down)

leader: No, go back to sleep.

(pass it down)

Scout #1: But, I REALLY, REALLY gotta go Wee.

leader: Alright, go then!

Scout #1: (stands up, runs around yelling) WEEEEEEEEEE!

Infantry Is Coming Skit

Required:

4 to 8 scouts

seedling or tree branch

Script:Each scout runs across the stage one after another yelling "Run away! The Infantry is Coming!"

The last scout walks onstage carrying the **Infant Tree** and says "the Infant Tree has arrived!"

Is It Time Yet? Skit

Required:

4 to 8 scouts
chairs or a bench

Preparation: Line chairs up in a row facing audience. Scouts sit on chairs.

Script: All scouts sit on chairs and cross right leg over left and right arm over left and stretch out like they are resting.

Scout on end: (to the scout next to him) Is it time yet?
(each scout passes the question down the line to the end)

Scout on far end: Nope.
(each scout passes the reply back up the line to the end)
(wait a few seconds)

Scout on end: Is it time yet?
(pass it down)

Scout on far end: Nope.
(pass it back)
(repeat a couple times)

Scout on end: (to the scout next to him) Is it time yet?
(each scout passes the question down the line to the end)

Scout on far end: Yep, its time.
(each scout passes the reply back up the line to the end)
When the reply reaches the end, all scouts stretch, yawn, switch their arms and legs and go back to sleep.

Listen! Skit

Script: One scout comes onstage and starts listening intently to something far off up in the air. The rest of the scouts walk up to him.

Scouts: Hey, what are you doing?

Scout #1: Listen!

(other scouts stop and listen.)

Scout #2: I don't hear anything.

Scout #1: LISTEN!

Scout #3: I don't hear anything either.

Scout #1: You know, It's been like that all day!

Lost Green Ball Skit

Required:

4 to 6 scouts

Script: First scout is looking around for something on the ground center stage.

(next scout walks up to 1st.)

Scout #2: What are you doing?

Scout #1: Looking for my green ball I lost. Will you help me?

Scout #2: Sure. (starts looking.)

(repeat for all scouts. After all are looking, first scout finally gives up looking.)

Scout #1: Oh well, I don't think we're ever going to find it. I'll just make another one.

(he starts picking his nose and using the contents to roll a ball in his hands.)

My Royal Papers Skit

Required:

at least 2 scouts
chair
toilet paper roll
any number of other types of paper

Script:(leader is King, or President, or Gang Boss and is sitting on a chair center stage facing audience.)

Leader: Bring me my [Royal, Presidential, Important] papers!

(a scout runs up to him with a newspaper.)

Leader: Those are NOT my Royal papers. (throws them aside.)

Leader: Bring me my Royal papers now!

(a scout runs up to him with notebook paper.)

Leader: Those are NOT my Royal papers. (throws them aside.)

(repeat with paper towels, wrapping paper, brown paper bag, ...)

Leader: Bring me my Royal papers now!

(a scout runs up to him with roll of toilet paper.)

Leader: Aaaaaah, FINALLY! My Royal papers! (and hugs the roll to his chest as he runs offstage needing to use the toilet.)

Need a Big Jerk Skit

Required:

4 scouts and one volunteer (good-humored victim)

Script: One scout is a lawnmower that will not start.

Scout #1 is trying to start the lawnmower. Lawnmower coughs and sputters each attempt.

Scout #2 walks on, asks what's wrong, and gives it a try. Lawnmower still does not start.

Scout #3 tries with no luck.

Scouts ask for someone really strong from the audience to help them.

When the volunteer tries, the lawnmower starts right up on the first attempt.

Scout #1: Wow, thanks! I guess it just needed a big jerk!

Fly on a Table Skit

Required:

5 scouts

Table

Script:

One scout is a table(on hands and knees)

Scout one: Ooooh a fly lets take it wings off. (takes wings off)

Scout two: oooooh a fly lets take its legs off.(takes legs off)

Scout three: oooh a fly lets take its head off.(takes head off)

Scout four: ooooh a raisin (eats the fly)