

Cub Scout ***SKITS***

**for you
and me**

(An Anthology of Pow Wow Skits)

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TABLE OF CONTENTS

INTRODUCTION	1
WELCOME TO SKITS	3
LET’S MAKE UP A SKIT!	7
NARRATOR SKITS AND PANTOMIMES	
DO YOU HAVE A CUB SCOUT GARDEN?	10
MAKING A CUB SCOUT	11
HOW THE SUN, MOON AND STARS GOT INTO THE SKY	12
A GENIUS AT THIS AND THAT	13
THE LITTERBUG	14
TONTA APPLAUSE	14
A CHRISTMAS STORY	15
OUT WHERE MEN ARE MEN	16
THE KING WITH THE TERRIBLE TEMPER	17
WHAT MAKES A LEADER	18
THE HAPPY HIKERS	19
DARING SAILORMEN	20
THE RELUCTANT KNIGHT AND THE MAGIC HERB	21
BLUE AND GOLD	22
TRAVEL HORIZONS	23
WHAT ARE CUB SCOUTS MADE OF?	24
A DRIVER’S DILEMMA	25
ACTING SKITS - GENERAL	
BOB CAT’S BIG CATCH	28
MUSCLE BUILDING CHAMPS	29
TREASURES BENEATH THE SEA	30
TRIP TO THE MOON	31
BUC TUOCS	32
WHEN KNIGHTHOOD WAS IN FLOWER	33
THE MOTORCYCLE DRIVER	34
SPOOKS FROM FIRE ISLAND	35
RIP VAN CUB SCOUT	36
LAWNMOWER SALESMAN	37
ROLICKING ROBOTS	38
WATER! WATER!	39
THE BURNING SCHOOLHOUSE	39

CITY SLICKERS	40
BOSS, THE TRAIN!	41
J.C. PENNY	42
COTTON	42
J.C. PENNY 2	43
BRAGGING FISHERMEN	44
THE YELLOW CADILLAC	45
CASTOR OIL	46
CPR RESCUERS	47
CLARENCE SLEPT HERE	48
THREE RIVERS	49
ACTING SKITS - HOLIDAY	
DISCOVER AMERICA	52
TEN LITTLE SETTLERS	54
IF "I" WERE SANTA ...	55
SANTA'S HELP-IN	56
DO YOUR BEST	57
VAUDEVILLE SKITS	
MISTER BONES	60
JEB AND EBB	61
LOST DOG	61
SMART DOG	62
NO SKIT	62
PAIN IS WHERE YOU FIND IT	63
FLEXIBLE AND MISCELLANEOUS SKITS	
WHAT'S MY HOBBY	66
CRAZY COLLECTING	66
HAPPINESS IS - MISERY IS	67
GOING PLACES	68
THE ECHO	69
STIFF NECK	69
LOST MONEY	70
IS IT TIME, YET?	71
RUN-ON SKITS	72

INTRODUCTION

Welcome to the wonderful world of SKITS!

You have in your hands a modest collection of Cub Scout skits found in Pow Wow books collected over the years by Jean Poulton of the Eagle District, Otetiana Council, BSA. I would like to thank Jean for allowing me to use her collection as a resource; I found there many more skits than I imagined, including only one duplication. Further research proved unnecessary. Thanks Jean!

Since none of this material is original, I have included a footnote to each skit identifying the source I used. This does not mean I have avoided editorial responsibility. Rather, I have attempted to impose a consistent style on the many and varied styles one finds in Pow Wow books that span 5 councils and 15 years. At the same time, since I have not substantially altered any of the skits, I am also not responsible for their content, should it offend. I, personally, found nothing offensive, save for multiple skits revolving around Christmas and Santa Claus, to the exclusion of other faiths. I would welcome any material which would enable me to present a more balanced collection.

The skits themselves are preceded by a fine summary of general information from the Greater Cleveland Council's 1993 Pow Wow. Several other Pow Wows touched on skit basics, make-up, props, etc., but none so thoroughly nor so timely as Greater Cleveland Council's 1993 effort. My primary change was removal of references to a local theatrical supply house; you're on your own here, as I have no idea where this collection of skits may go!

The skits are grouped by type, with a brief introduction to each section describing the skits and discussing some ideas for making each type of skit work on stage. Each skit specifies the cast or characters required, any props needed, and the setting, if required to understand the skit. Dialog is found directly to the right of the character's name. Stage directions are in parenthesis. Those specific to a character's lines are included with those lines. Stage directions that apply to all or several characters are separated from the dialog. In some skits, dialog and stage directions are side-by-side, implying that the actions occur during the dialog.

Broad margins and lots of open space are provided for any notes you'd like to make. It's not a bad idea to start with "Let's Make a Skit" on page 8, even if you plan to use an existing skit, just to make sure you consider all of the elements necessary for a good skit.

You see, it is up to you, the performers, to do the skits your way, not my way or the original author's way. Customize, modify, alter to your heart's content. Just keep in mind that the ultimate goal of Cub Scouting is to have fun. If a skit isn't fun, change it!!

In my experience, once boys are old enough to read, they enjoy reading skits, selecting the ones they like best, and customizing them to fit their own senses of humor. With younger boys, the Narrator skits work well. They have no speaking parts, but require the boys to act out or pantomime the story. Kids love this stuff! Hopefully, you will, too.

Good Luck

Frank Bov

September 10, 1996

WELCOME TO SKITS

In this age of Mario Brothers, Zelda, Princess Toadstool, Dannon, Freddy Kruegger, Jason, Batman, Slimer, Peter, Egon, the Hulkster, etc., the Cub Scouts are still doing skits. Why? Is it because the adults enjoy watching them? We're sure this may be a small part but we hardly think that is the main reason. Is it because the boys enjoy doing them? Just ask a 9 year-old what he thinks about doing a skit (He'd rather touch a girl.). Then watch his face when his den completes a skit in front of the pack. The picture is truly worth a thousand words.

The theater is one of man's oldest art forms. Through television and movies, we are exposed to it daily. With all of those great actors out there and the characters they play, why in the world would we want to have a young boy stand in front of a group with props that are marginal by today's standards (at the very least) and expect them to recite lines that someone else wrote for them?

Let's look back at some time in each of our lives. Perhaps "grade school," your class was expected to do a play for one occasion or another. Of course, there was a villain and a hero. Which one did you want to be? And you weren't picked for either one. You had a rather small part, but you did a good job at it and in the end, you shared in the applause that the audience gave you. No matter how large or small the part. Remember the feeling? And now it really doesn't matter that you were the sunflower, does it? You still feel the glow.

Recognition is one reason we do skits. There is no better feeling for a boy than to hear applause of the audience. Instant recognition, not up in front with an adult receiving an award that he has completed on his own. but recognition that he and a team of boys have worked far on their own. This recognition is the only way that we, as leaders, can get boys to do skits. Telling them that they will like it afterwards (especially the first time) won't get a boy on stage.

So you have your den rehearse until you feel like nothing will ever go right and you wonder why you are even trying to get them to do a skit. Think a minute. Why would you even try? IT IS a lot of work. Much easier to tell the whole den to be sick the night of the pack meeting right?

Maybe. But when you became a den leader, you showed a commitment to the boys. And a commitment to their mental development. Speaking in front of a group is part of that development. So you are using a "tool" by having them speak to other boys that they know (even if it is in front of a group), and having them live a little fantasy doing it, even if they can't ride on an ant or fly through the air. Boys love to fantasize. Just look at all the things that they love that are based on fantasy.

So put away your Grecian formula and Lady Clairol bottles. This section is designed to give you the tools to have your boys put on successful skit. Some of the skits may seem a little elaborate. Some of them are very simple. Use your own creativity to turn them into whatever you want! And then sit back and bask in the glow of the applause. You deserve it; you helped them to do their best!

Many things have to be taken into consideration when your den is going to present a skit. The age of your boys has to be the first consideration. You can't expect a Wolf to do the same kind of a skit as a boy in a Webelos den. In the same respect, the boys in a Webelos den would feel silly doing a very simple skit, but they can be very good in a skit that requires a lot of reading or memorizing. Boys of Webelos age take a lot of pride in how much they can memorize! You can also appeal to the helpfulness that a Webelos boy has to offer. By doing a simple skit, he can help teach the rest of the pack about an historical event, even, if he has no other interest in it.

Next you have to look at where the skit is scheduled during a pack meeting. Don't do a serious skit where the pack meeting is really rolling. Nor should you try a humorous skit after a serious advancement ceremony. It just won't fit and might hurt the confidence of the boys. If It doesn't fit, get the schedule changed or do a different skit. Also, keep in mind that a skit can be an opening, a closing, or even a ceremony.

Figure out what kind of audience you have. A skit that might go over good at a Blue and Gold dinner, where there are many adults present might not be appropriate at a pack meeting where there are more boys

than adults. You'll be looking for maximum acceptance from the audience (otherwise known as applause) to encourage your boys to do another skit later. Boys in the other dens will also be encouraged. They will look forward to getting their applause next month when they do their skit.

Once you choose your skit, don't be afraid to alter it. Mold the skit to fit your use. Add characters, rewrite the lines, add props – use all of your resources to enhance the skit. These resources include the boys when they are rehearsing. Sometimes they come up with an idea that really seems to make the skit work better. This idea may come about accidentally, through a blown line or a joke that one of the boys makes about the skit. Don't be restrained by the printed material in front of you.

As a den leader, you will have to reassure the boys that they are being laughed with, not laughed at. Encourage the boys to improvise if there is a "blown line" or if things are not going exactly as they were planned. Make sure that they understand that skits do not always have a rigid structure and there are many ways to accomplish the same purpose. Remember that they will look at a skit just as you do; if you take a skit in the good humor it is intended, the boys will be more relax.

Plan your skits well in advance of when they will be done. Don't ever wait until the last den meeting before a pack meeting. If the boys feel unprepared, they will feel ill at ease and will be reluctant to participate in future skits. At the same time, do not over rehearse. Ten to fifteen minutes should be enough to introduce the boys to their skit, assign parts, and run through it once. At the next two den meetings, five to ten minutes should be all that is devoted to "running through" the skit.

A microphone can make a skit far more interesting. There is nothing more boring for the audience than to sit through a five minute skit without hearing anything. The microphone can also be used to amplify sound effects that would otherwise be useless at a pack meeting. If you don't have access to a microphone, or your boys are shy about speaking up in front of a crowd, try recording the skit and play it back on a "boom box" as the boys pantomime the skit in front of the audience. When you do this, encourage the boys to "lip-synch" with the tape.

WRITING A SKIT: Most skits come from resources such as the *Cub Scout Leader's How-To Book*, *Group Meeting Sparklers*, the *Cub Scout Magic Book*, or books found in the local library. While these are very good sources, a den leader should not be limited by them. Some of the best skits presented are original and written by den leaders and their boys.

If you can not find anything from these resources, try writing a skit from "scratch." To get yourself going, make a list of all of these things in columns:

<u>SETTING</u>	<u>CHARACTERS</u>	<u>PROPS</u>
seashore	hippie	Boy Scout garter
mountain	mountain man	dress
desert	grandmother	sink
city	billy goat	motorcycle
country	mouse	wig & purse

As you can see, some of these items are related, others are not. You can add to this list over a period of time. Just carry it with you and when something comes to mind, jot it down on the list. When you are ready to write the skit, pick out one setting, two characters and two props. Use these as the basis for your skit, then build on your ideas from there.

There are certain areas that should be avoided when writing or presenting a skit for Cub Scouts. For obvious reasons, you should avoid:

Racism	Divorce	Love Stories
Sexuality	Profanity	Unpatriotic themes
Gruesomeness	Disrespect	Physical Disabilities

Other things that may not be in good taste may not be included in this list. As a general rule, if it degrades a specific person or group of people, do not use it. If you are in doubt as to how the theme will be received, discard it.

PROPS and SCENERY: These are used in many instances to create a “mood” or a setting. Cub Scouts take great pleasure in helping create the things that they will use in a skit, and in many cases, it will help them to complete achievements, electives, or Webelos activities. Ideas on scenery, masks and costumes can be found in the *Cub Scout Leader’s How-To Book*, and in the children’s section of the public library.

If you decide to include scenery and props there are two ways you may decide to do it; by making them as inexpensive as possible for use only once or twice, or by spending a little more time and money to make them durable enough to be used for many years.

When you decide to make inexpensive scenery and props, paper bags, cardboard boxes, aluminum foil, yarn and tempera paint go a long way. If you decide on more permanent props and scenery, cloth, masonite, old paneling, *papier maché*, and latex paints are good choices.

If you or a person in your pack is artistic, you may want to make some backdrops of very basic scenes on panels of cardboard or wood: A 3’x5’ panel is easy to handle and store. Use 4 or 5 of these to create an interesting backdrop. One scene that is versatile is an outdoor setting; another is the inside of a log cabin. One indoor scene that is very popular in skits is the inside of a store. You can have the boys make this by saving labels from canned goods and boxes. Cut the appropriate parts out and have them paste them on the “shelves.”

Whatever you choose, you will find that your basement, attic, closets, and every nook and cranny in your house will become a warehouse for these items. Once you make them, you will find that there are many other skits and situations that will make you happy that you have saved them. Items that are available for use by other dens in your pack should be added to a list in your Pack’s resource library.

COSTUMES: Plastic garbage bags are an economical source for costumes. Used with other materials, you can make anything from a chef’s apron (white), to a formal tuxedo (black with gold foil lapels).

Rummage sales are a good source of articles of clothing that can be used for costumes and many other items that can be used in a skit. Appliance stores are a good source of cardboard boxes, which can be painted on all four sides for a quick change of scenery. Don’t forget about the “second hand” stores, such as The Salvation Army, Volunteers of America and Goodwill Industries. Many times they have some period clothing, wigs, jewelry, etc., that will make your skit more successful. Here again, it is wise to watch for things that can be used at a later date. Sometimes you will find something interesting enough to build a skit around!

MAKEUP: When using makeup, remember that boys like to pretend but they don’t want to look like sissies. Here again we’d like to refer you to the *Cub Scout Leader’s How-To Book* for ideas, with a few added comments:

- When using makeup, make sure that you let the boys know what it is; and (if you can) what it is made of. An eight year old boy will delight in creating a real Indian war face on himself (and his mother) with his magic marker set if he does not understand that there are only certain things that are used for makeup.
- If you use an eyebrow pencil or any kind of readily available woman’s cosmetics, make sure that it is not the “permanent” type.
- Tempera paint has been suggested for use as make-up in the *Cub Scout Leader’s How-To Book*, but we do not recommend its use except in an emergency, because it starts to itch when it dries.
- Latex is used instead of spirit gum for attaching beards and hair. It is readily available and easy to remove. The solvents in rubber cement make it unacceptable for this purpose.
- Makeup sticks are readily available in many colors. You can find some in the party shops around the city that are less expensive than the professional type of sticks. These are usually easily removed, but a word to the wise; check the package, and keep them in a cool place.

- We don't recommend using burnt cork, because it is hard to remove, but if you must, be sure to use a base of baby oil.

The white makeup that clowns use is easy to make yourself and looks professional if you follow these instructions:

You will need zinc oxide cream (sun block), baby powder, vegetable shortening (like Crisco), and an old sock (no holes!). Put some baby powder in the sock – enough that when you pat the sock, it comes through the fabric. Put the sock aside, you'll use it later. Mix the zinc oxide cream with the baby powder until it is the consistency of peanut butter. Add a little shortening to keep the makeup from drying out. Using only the tips of your fingers, apply the makeup to small sections of the face. Repeat until the whole face is covered. The whole face will now be white but look streaky. Smooth the makeup out by gently patting (not rubbing) it with your fingertips until it looks even. Hold your breath and close your eyes and lightly pat your face with the sock filled with baby powder. This sets the makeup so that it doesn't rub off on everything. Finish the face off with colored grease pencils purchased from a hardware store.

Finally, watch for costume sales after Halloween. The "paint on" and "stick on" costumes are usually on sale for less than half price. You may not want the particular face on the cover of the box, but the materials will be useful for other costumes.

Whatever type of makeup you use, make sure that you tell your boys that it will feel unnatural and maybe a little uncomfortable, but it is all part of the theater. Make sure that their discomfort is not due to an allergic reaction.

Throughout this introduction, you have found many references to the *Cub Scout Leader's How-To Book*. This is an excellent resource, and should be considered a necessity when planning a skit, whether it is original or taken from another resource.

Some closing thoughts: When your den is planning a skit, make sure that you get some input from the boys. For Cub Scouts, this input will come from their enthusiasm about a particular skit that they have chosen from the ideas you present to them. They probably know better what will be accepted by their peers, than you do. Let them add their comments to the script if you feel that it will enhance it.

REMEMBER: "If it's not for the boy, it's for the birds."

Some boys are shy about performing. Try to help them out by inspiring their imagination, complementing their rehearsal performance, and, providing constructive criticism when needed. Don't expect them to be professional actors, just encourage them to do their best.

We thoroughly hope that you enjoy this section as much as we enjoyed putting it together. If you come across a good skit, don't hide them, but share them at next year's POW-WOW!

Greater Cleveland Council Pow Wow 1993

LET'S MAKE UP A SKIT

Month:

Theme:

I. Plot:

II. Title:

III. Type of Characters: (puppets or boys in costume)

IV. Length of time:

V. Staging: (lighting, special effects, scenery)

VI. Characters:

VII. Location or setting of skit:

VIII. Problems to overcome:

IX. Obstacles:

X. Crisis:

XI. Ending:

XII. Does skit fit audience?

Long Rivers Council Pow Wow 1992

NARRATOR SKITS and PANTOMIMES

These skits are ideal for younger boys, since they rely on a NARRATOR to read the text while the boys do the acting. The degree of acting varies widely, from walking on stage carrying a sign (Do you Have a Cub Scout Garden?) to performing complex pantomimes of the action (The Reluctant Knight and the Magic Herb). Tiger Cubs or Webelos, you should find some fun skits here.

These skits are not necessarily easy, though, since there is greater need for props and scenery to get the point across to the audience. At the same time, the humor is frequently broad enough to appeal to all age groups, a real advantage at Pack meetings.

As with all skits in this book, you will see a variation in the amount of detail and direction provided, depending on the source of the skit. It is frequently helpful for the adult leaders to fill in the details, based on the body of the skit, to help the boys understand the point so they can convey it to the audience.

DO YOU HAVE A CUB SCOUT GARDEN?

This can be used as a skit or a ceremony. Have the boys make pictures of peas, lettuce, squash, and turnips with the key words printed on them. (Ex. Peas - preparedness, etc.) As the Narrator reads, have each boy walk out, show his vegetable and sit down in a row. Each row should be higher than the one in front so, when all signs are down they can all be seen.

HERE IS HOW TO PLANT A THRIVING, PRODUCTIVE CUB SCOUT GARDEN. ONE THAT ALL PARENTS WANT THEIR SONS TO GROW UP IN.

FIRST: Plant five rows of peas

1. Preparedness
2. promptness
3. Perseverance
4. Politeness
5. praise

SECOND: Plant five rows of lettuce

1. Let us be faithful
2. Let us be unselfish
3. Let us be loyal
4. Let us be truthful
5. Let us help one another

THIRD: Plant three rows of squash

1. Squash impatience
2. Squash criticism
3. Squash indifference

TO COMPLETE YOUR GARDEN: Plant three rows of turnips

1. Turn up for pack meetings
2. Turn up with a new idea
3. Turn up with determination

BUT WITHOUT MANY HOURS OF WORK AND CARE, YOUR GARDEN WILL NOT GROW, SO...

1. Don't wait to be asked — Volunteer!
2. Don't say "I can't" — Do it!
3. Don't wait for someone else — Be first!

WITHOUT THE HELP OF EVERY PERSON IN YOUR PACK, YOUR GARDEN WILL TURN TO WEEDS. SO HELP BUILD THE BACKGROUND, WORK THE SOIL, PULL THE WEEDS, AND SPREAD THE SUNSHINE OF "I HAVE DONE MY BEST."

Unknown Source

MAKING A CUB SCOUT

(An excellent opening for the induction of new Cub Scouts into the pack)

CHARACTERS: Child

Two Leaders

Two Parents

PROPS: You will need a large table for the child to lie on during the "operation."
The "doctor" can carry a large cardboard knife.
Props to be "removed" are tacked to back of table, out of sight.
Those to be "put in" can be placed nearby. (Props are listed where used.)

NARRATOR: We are about to instruct you in the method of making a Cub Scout. To complete this project, you will need one small eager boy, two interested parents, one patient Den Leader, and one courageous Cubmaster.

(Each character enters as his name is spoken. Boy wears uniform under a large loose-fitting shirt and climbs up on the table. Others don surgical masks. As the narrator continues, the operation proceeds, with Cubmaster acting as doctor. Den Leader and parents hand him the things to be put in and take the things removed. When the boy is hidden under a sheet, he removes his shirt.)

NARRATOR: Cover him with fun and good times
(Hold up posters labeled "FUN" and "GOOD TIMES" and cover boy)

We use laughing gas for anesthetic.
(Use a tire pump labeled "Laughing Gas.")

Take out hate and put in Love.
(Hate - lump of paper, so labeled. Love - big paper heart, labeled).

Take out selfishness, put in cooperation.
(Sign "I," sign "WE").

Take out idle hands, put in busy fingers.
(Idle - empty rubber gloves. Busy - glove full of flour.)

Take out laziness, put in ambition.
(Laziness - rag; Ambition - blown up balloon.)

After this pleasant operation, we have a "CUB SCOUT."
(Remove the sheet. Boy, in uniform, stands up and gives the Cub Scout sign.)

Long Rivers Council Pow Wow 1992

HOW THE SUN. MOON. STARS GOT INTO THE SKY

Dress up all the boys as Indian Braves and assign four of them the following parts. Have the rest of the boys sit around a “campfire” and listen to the story.

CHARACTERS: CHIEF Stand with arms folded across chest and say “Ugh”

SUN Cover eyes with hands

MOON Frame face with hands and smile

STARS Blink rapidly

NARRATOR: Long, long ago the Indians had no fire and no light. They suffered much during the cold winter and they had to eat food uncooked. They also had to live in darkness because there was no light.

There was no SUN, MOON, nor STARS in the sky. A great CHIEF kept them locked up in a box. He took great pride in the thought that he alone had light. This great CHIEF had a beautiful daughter of whom he was also proud. She was much beloved by all the Indians of the tribe.

In those days, the raven had the powers of magic. He was a great friend of the Indians and the Indian CHIEF. He wondered how he might make life more comfortable for them.

One day he saw the daughter of the CHIEF come down to the brook for a drink. He had an idea. He would put a magic spell on her. In time, a son was born to the daughter of the CHIEF. The old CHIEF was delighted and as the boy grew, his grandfather became devoted to him. Anything he wanted he could have.

One day he asked the old CHIEF for the box containing the STARS. Reluctantly, the old CHIEF gave it to him. The child played for a while by rolling the box around. Then he released the STARS and flung them into the sky. The Indians were delighted. This was some light, though not quite enough.

After a few days, the child asked for the box containing the MOON. Again the old CHIEF hesitated but finally the boy got what he wanted. Again, after playing awhile with the box, the boy released the MOON and flung it into the sky. The tribe members were overjoyed. But still there was not light enough, and the MOON disappeared for long periods.

Finally, the child asked for the box with the SUN. “No,” said the old CHIEF. “I cannot give you that.” But the boy wept and pleaded. The old CHIEF could not stand the tears, so he gave the box to him. As soon as he had a chance, the child released the SUN and cast it into the sky.

The joy of the Indians knew no bounds. Here was light enough and heat as well. They ordered a feast of the SUN and all the Indians celebrated it with great jubilation. And the old CHIEF was happy. He had not known the SUN, the MOON and the STARS could mean so much for the comfort and happiness of his people. And for the first time, he too, enjoyed himself.

Long Rivers Council

Pow Wow 1992

A GENIUS IS THIS AND THAT

Here's an audience participation skit - ideal for large group meetings or banquets. There is only one character - the narrator or story teller - and there is no rehearsal or scenery necessary. Just pick your narrator with care! He is the key to success.

Before he tells the story, the narrator divides the audience into 5 groups and assigns each a "part" - a sound and action each group makes at the mention of a certain word. The narrator pauses after each capitalized word. The words and their responses are:

CHARACTERS: NORMAN	Say "Oh, my!" and raise both hands
RIGHT	Say "This!" and raise right hand
LEFT	Say "That!" and raise left hand
THIS	Say "Right!" and raise right hand
THAT	Say "Left!" and raise left hand
GENIUS	All clap and Cheer!

Well, now that everyone is entirely confused, let's begin!

NARRATOR: This is the story of NORMAN, a boy who wanted very much to be a GENIUS. But, no matter how hard he tried, it just didn't work out. You see, NORMAN had a problem - he could not tell RIGHT from LEFT.

At school, the teacher would say, "When you know the answer, raise your RIGHT hand." By the time NORMAN figured which hand was which, it was too late! At home it was the same thing. It was, "NORMAN, you have your LEFT shoe on your RIGHT foot."

Things weren't any better outside. In football, they would send him in at LEFT end and he would be RIGHT. In baseball, they'd yell, "NORMAN, 'move to your LEFT!" He'd move RIGHT.

Poor NORMAN! No matter what he did, it wasn't RIGHT! or LEFT! But NORMAN was determined! Finally, he figured out what to do. He'd call it THIS and THAT. THIS for RIGHT and THAT for LEFT. Somehow, it all seemed easier. And in no time, he had it down pat.

One day, while NORMAN was home alone, a burglar forced his way in. NORMAN was frightened! The burglar asked where his mother's jewels and furs were. NORMAN said, "In the closet." But when the burglar said, "Which way is THAT, NORMAN, of course answered, "LEFT." The burglar followed these instructions and found himself in the kitchen! Being a smart burglar he said, "THIS isn't RIGHT!" and NORMAN said, "Oh, yes it is - but your asked for THAT!"

The burglar became angry and said, "Now listen, I asked where the closet is, do you understand THAT?" And NORMAN answered, "Oh, yes, THAT is LEFT!" The burglar said, "THIS is enough!" And NORMAN said, "Oh, no, THIS is RIGHT!" Exasperated, the burglar said, "Oh, forget it! Just tell me where the closet is!" And NORMAN said, "Turn THIS." But naturally, the burglar misunderstood and turned the knob on the door in front of him, and plunged headlong down the basement stairs.

Just then, NORMAN's parents came home, and when he told them what had happened, his father said the words he'd been waiting so very long to hear, "NORMAN, you're a GENIUS"

THE LITTERBUG

CHARACTERS: PAPER Crackle-Crackle

TRASH Dump-Dump

CANS Clatter-Clatter

LITTERBUG Toss and Throw

NARRATOR: God put bugs in this world for many reasons.

He made them to live in every kind of season.

But the pesky LITTERBUG with his PAPER and CAN,
was made through neglected TRASH by the foolish person.

To keep America beautiful, get rid of the LITTERBUG,
so beach goers can again lounge on a clean sandy rug.

Because of this pest, we must woller around,
In PAPER and CANS and TRASH all over the ground.

Just who are these LITTERBUGS who mess up our land?
Do you ever really see them toss that PAPER and CAN?

Quite often the LITTERBUG is a sneaky guy,
and at dumping his TRASH he's oh so sly.

So most of the time it just appears everywhere,
As if it had dropped right out of thin air.

Could it be we are so used to throwing things here and there,
That we dump that PAPER and CAN without being aware?

Without even thinking when we toss TRASH and waste,
We could be an unconscious LITTERBUG in all our haste.

So when you unwrap that gum or small piece of candy,
Don't throw the PAPER on the ground just 'cause it's handy.

Next time stop and think when a pop CAN you toss,
Cause if you're a LITTERBUG, it's also your loss.

So if every single person would take note of his habit,
That pesky LITTERBUG we could certainly nab it.

Then that terrible bug we would surely stamp out,
With no more PAPER or CANS or TRASH about.

To keep America beautiful, we must all do our part,
By taking care of our TRASH properly from the very start.

TONTO APPLAUSE

LEADER: Where does Tonto take his garbage?

BOYS: (in rhythm with the Lone Ranger tune while slapping thighs).
To de-dump, to de-dump, to de-dump dump dump

Long Rivers Council Pow Wow 1992

A CHRISTMAS STORY

CHARACTERS: HOUSE Hands over head in inverted “V”

SHED Hands in front of chest in inverted “V”

SLED Hands together as in praying, waving from left to right

REINDEER One hand, palm forward, at each side of head, thumbs touching temples

PACK Both hands over shoulder as if carrying a load

LITTLE GIRLS All girls (young and old) stand up

LITTLE BOYS All boys (young and old) stand up

BOX Show dimensions with hands

LION Growl

DOLL Both hands as if praying at side of head, head slightly bent.

SOLDIER Give Cub Scout salute while standing at attention.

TRAIN Pump arm in circular motion.

SANTA CLAUS Pat stomach with both hands and say, “Ho, ho.”

NARRATOR: Now let’s begin our story.

This is the HOUSE where SANTA CLAUS lives.

This is the SHED behind the HOUSE where SANTA CLAUS lives.

This is the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

These are the REINDEER that pull the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

This is old SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED behind the HOUSE where SANTA CLAUS lives.

This is the BOX that is in the PACK all filled with toys for good LITTLE GIRLS and good LITTLE BOYS that is carried by old SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED that is behind the HOUSE where SANTA CLAUS lives.

This is the LION that frightened the DOLL that is in the BOX that is in the pack all filled with toys for good LITTLE BOYS and good LITTLE GIRLS that is carried by old SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED that is behind the HOUSE where SANTA CLAUS lives.

This is the SOLDIER that shot the LION that frightened the DOLL that is in the BOX that is in the PACK all filled with toys for good LITTLE GIRLS and good LITTLE BOYS that is carried by old SANTA CLAUS who guides the REINDEER that pull the SLED that is kept in the SHED that is behind the HOUSE where SANTA CLAUS lives.

This is the TRAIN that runs on a track and carried the SOLDIER forward and back, who shot the LION that frightened the DOLL that was in the BOX that was in the PACK all filled with toys for good LITTLE GIRLS and good LITTLE BOYS that was carried by old SANTA CLAUS who guides the

REINDEER that pull the SLED that is kept in the SHED that is behind the HOUSE where old SANTA CLAUS lives.

Now old Santa must be on his way. He has one parting thought for you parents. Work hard at Cub Scouting with your sons, and it will be like Christmas every day of the year.

MERRY CHRISTMAS TO ALL!

Long Rivers Council Pow Wow 1992

OUT WHERE MEN ARE MEN:

Assign the following characters to different groups, then read or tell the story. As each character is mentioned, the proper group rises, makes the appropriate sounds and sits down.

CHARACTERS: COWBOY raises right fist and shouts "Yippee"
HORSE clap hands on knees
CHIEF RED JACKET taps palms on lips, says "Ki Yill"
 then puts hands over brow and peers all around.
MULE "Hee Haw!"
RATTLESNAKE "Rattle, Rattle!"
TIMBER WOLF wolf whistle
SHERIFF "Bang! Bang! Bang!"
DEPUTY SHERIFF "He went that away!"
 (points with both hands in different directions)

NARRATOR: Once upon a time, there was a COWBOY who went out on the Mojave Desert riding his HORSE.

Far off in the distance he could hear the TIMBER WOLF. The COWBOY made camp and went fast asleep, after making sure his HORSE was secure.

Now, creeping along through the desert came CHIEF RED JACKET and his MULE, Sitting Bull. He was pursued by the SHERIFF and the DEPUTY SHERIFF.

In his pocket, CHIEF RED JACKET had a trained RATTLESNAKE whose name was Emma. The RATTLESNAKE, Emma, was trained to creep up and bite the COWBOY and his HORSE.

While CHIEF RED JACKET crept up, the HORSE was afraid, the TIMBER WOLF howled, the COWBOY snored and Sitting Bull, the MULE, was eating cactus.

In the meantime, the SHERIFF and the DEPUTY SHERIFF were almost ready to capture CHIEF RED JACKET.

Just as Emma, the RATTLESNAKE, was about to bite the COWBOY and his HORSE, the SHERIFF and the DEPUTY SHERIFF sprang their trap. "Halt! You are all my prisoners," shouted the SHERIFF.

The COWBOY woke up and mounted his HORSE. This frightened the TIMBER WOLF and also Emma, the RATTLESNAKE.

Away went old CHIEF RED JACKET on his faithful MULE, Sitting Bull; and away in pursuit went the SHERIFF and the DEPUTY SHERIFF, the COWBOY and his HORSE.

But old CHIEF RED JACKET led them into a blind canyon, so that was the last time anybody ever saw the COWBOY; his HORSE; Emma, the RATTLESNAKE; the TIMBER WOLF; Sitting Bull, the MULE; the SHERIFF; and the DEPUTY SHERIFF.

That's all folks!!!!

Long Rivers Council Pow Wow 1992

THE KING WITH THE TERRIBLE TEMPER

This may be used as a den skit or as an audience participation skit. Select a capable narrator and five people (or split the audience into five groups), each to impersonate one character as he is mentioned in the story.

CHARACTERS: KING WITH THE TERRIBLE TEMPER "Grrrrrrrrrrr."
SHORT, FAT DAUGHTER "Oooooooooooooo."
TALL, THIN DAUGHTER (Whistle)
BEAUTIFUL YOUNG DAUGHTER "Hubba-Hubba."
HANDSOME YOUNG PRINCE "Aahaaaaa."
FIERY STEED (ALL Characters Slap Knees)

(Before you start, have each group make the sound effect for their character and encourage the participants to perform with gusto.)

NARRATOR: There once was a KING WITH A TERRIBLE TEMPER.

He had three daughters, a SHORT FAT DAUGHTER, a TALL THIN DAUGHTER, and a BEAUTIFUL YOUNG DAUGHTER.

In a nearby country, there lived a HANDSOME YOUNG PRINCE.

One bright spring day, this HANDSOME YOUNG PRINCE rode his FIERY STEED up to the castle of the KING WITH THE TERRIBLE TEMPER; "I have come to seek a wife from among your three daughters!"

The KING WITH THE TERRIBLE TEMPER first presented his oldest, the SHORT FAT DAUGHTER. "She would eat too much," said the HANDSOME YOUNG PRINCE.

Then the KING WITH THE TERRIBLE TEMPER presented his second daughter, the TALL THIN DAUGHTER. "No, she is too tall for me. I cannot marry your SHORT FAT DAUGHTER or your TALL THIN DAUGHTER."

Just then, on the stairway appeared the BEAUTIFUL YOUNG DAUGHTER. Rapture filled the heart of the HANDSOME YOUNG PRINCE. "I will take your BEAUTIFUL YOUNG DAUGHTER."

His words enraged the KING WITH THE TERRIBLE TEMPER. "Call out the guards," he thundered, "turn out this impostor."

But the HANDSOME YOUNG PRINCE immediately seized the willing BEAUTIFUL YOUNG DAUGHTER, and with her in his arms, rushed out of the castle, jumped onto his FIERY STEED, and rode away.

When the guards appeared, all they could see was a cloud of dust raised by the hoofs of the FIERY STEED as the HANDSOME YOUNG PRINCE and the BEAUTIFUL YOUNG DAUGHTER disappeared in the distance.

So ends the romantic tale of the KING WITH THE TERRIBLE TEMPER, and his SHORT FAT DAUGHTER, his TALL THIN DAUGHTER, his BEAUTIFUL YOUNG DAUGHTER, and the HANDSOME YOUNG PRINCE with the FIERY STEED.

Long Rivers Council Pow Wow 1992

WHAT MAKES A LEADER (Banquet Skit)

CAST: Master of Ceremonies (EMCEE)
 COMPUTER OPERATORS
 Attendees at the Banquet

PROPS: Computer made from cardboard box with large slot so a large cardboard figure can fit.
 A piece of paper on each table at the banquet
 Cardboard figure of AKELA

(Attendees at each table list the three qualities they think are most important for a leader. A representative of each table brings his table's list up and gives it to the EMCEE.)

EMCEE: (Reads each sheet and places it in the computer through the slot. When the EMCEE reads off a duplication of quality, as there is bound to be, he stresses the importance of that quality.)

EMCEE: (After lists from all tables have been read)
 Now the computer can take all the information and come up with a good leader.

(The EMCEE turns the dials, presses the buttons and spins the tape reels. The operators inside the computer provide computer noises, flash the lights and rock the computer. Finally, they push a large cardboard figure through the slot.

EMCEE: The computer has done it! It has given us a leader with all these qualities and here he is -
 AKELA!

(The EMCEE holds the cardboard figure of AKELA beside him.

THE HAPPY HIKERS

NARRATOR: We're going on a hike. Just do what I do and listen carefully. (Begin walking in place)

Here we go on a hike through the woods and over the mountains. Come along with me. (smile, wave to group, and hike in place)

We're coming to a steep hill. (bend over as if climbing)

Now we're on top. What a lovely view! (shade eyes and look around)

Now, we'll have to go down. (move hand like going down a roller coaster and say "swoosh")

Boy, we're out of breath. (breathe heavily)

Now, we're passing through a meadow. (hike in place)

What's that I see? (stop, look to one side)

It's a rabbit! And a meadowlark. (look up)

And a bumble bee! (run swiftly in place, waving arms as if fighting off a bee)

We're happy hikers. (hike in place)

We're happy because of the beautiful mountains we see (shade eyes and smile)

and because of all that clean fresh air we are breathing (breathe heavily)

and especially because we got away from the buzzing bee. (smile, turn head to look behind you and wave "bye" to bee)

Now we're getting tired. (slow pace, walk droopily)

There's what we need! (point)

A cool refreshing drink from the river. (pick up pace, kneel down and scoop water to mouth)

Ahhh, how refreshing. Let's be on our way, (hike in place)

Now let's try to jump over the river without getting our feet wet. (take big step, get feet wet, shake them off)

Oh, well, don't feel too bad about not making it. That was a wide river. At least we have cool toes. (shake feet again)

We'd better stop for lunch. (stop, reach in pocket, bring out sandwich, start eating, take handkerchief from pocket, wipe mouth, replace handkerchief, resume hiking in place)

Ummmm, that feels better. Look, there's a lovely lake. (point)

Let's swim across. (swim strokes)

That was great! (resume hiking in place)

Look at that crooked trail ahead. (point)

It's nothing but twists and turns. (continue hiking -- twisting and turning)

I'm glad that's over. I was getting dizzy. (stagger)

Looks like we have come to the end of the trail. (stop)

What do we do now? Are you tired? (shake head YES!)

So am I. (sit down, wipe brow.)

Long Rivers Council Pow Wow 1992

DARING SAILORMEN

CHARACTERS: 10 SAILORS (the play opens with the 1st settler on stage)

(A NARRATOR reads the verses aloud while the SAILORS perform actions quickly and briefly.)

NARRATOR: One daring sailorman sailed the ocean blue
(a player marches on-stage, faces audience, steers ship)
Along came a friend of his and so there were two!
(second player enters, they exchange greetings, stand alongside each other)

Two daring sailormen sailed the stormy sea
(both steer at wheel while holding tight and swaying)
They called and called for extra help and so there were three!
(as they call with cupped hands a third player joins them)

Three daring sailormen stepped upon the shore
(players step forward, march in place)
And when the three stepped back again, the three had turned to four!
(as the three step back to original positions a fourth player joins them)

Four daring sailormen did a fancy dive
(they make diving motions)
They looked so fine and fancy that soon there were five!
(fifth player enters, looks in admiration, joins them)

Five daring sailormen fished with crooked sticks
(they pretend to fish)
Their dinner was so tasty, very soon there were six!
(as they pretend to eat a sixth player joins them)

Six daring sailormen opened up a door
(they face wing and pretend to open doors)
In jumped another friend, so there was one more!
(seventh player jumps in)

Seven daring sailormen all began to skate
(all pretend to skate)
It looked so much like lots of fun that their number came to eight!
(eighth player skates on stage)

Eight daring sailormen all stood in a line
(they line up at attention)
And before they knew it, the line had stretched to nine.
(ninth player quickly enters to join end of line)

Nine daring sailormen wondered where they'd been
(they shade eyes with hands and gaze outward)
Someone came to tell them, and that made ten!
(tenth player enters, gestures outward)

Ten daring sailormen all went swimming for fun
(all make swimming movements)
And so they swam and swam and swam, until at last there were none!
(they swim offstage)

THE RELUCTANT KNIGHT AND THE MAGIC HERB (A Pantomime Skit)

CHARACTERS: KNIGHTS at least two in appropriate costume
SIR QUAKE-A-LOT a seedy-looking knight with bent sword
MESSENGER pageboy type
MAGICIAN Merlin-type with white hair, beard and flowing robe
LADY GWENDOLYN long robe, conical headdress with veil

SETTING: Courtyard outside medieval castle. Courtyard is center left of stage, with woods indicated at right front. Road to Black Knight's castle is right rear.

NARRATOR stands to one side of stage. As he narrates, the characters enter, pantomime and exit.

NARRATOR: In days of yore, so we've been told Maids were fair and warriors bold. And when two Knights in battle sent They'd laugh and soon be friends again But there was one unknightly Knight With rusty sword, who wouldn't fight He'd shiver and he'd shake a lot; So he was called Sir Quake-a-Lot And though he had no hope to win, He loved the Lady Gwendolyn. One day a Messenger arrived, Who was more dead than was alive. "The Lady Gwendolyn" he gasped, "Has fallen into the Black Knight's grasp. Which of you knights will be the braver? Who will go and try to save her?" And then a voice with a slight quaver Said "I will be the one to save her" The other knights sigh in relief – Then stare at Quake with disbelief. "His brain has kinks, methinks" one said. "This lad hath holeth in his head." As Quake-a-Lot approached the wood, He passed where a magician stood. He asked the magician to make him brave. The Magician said "'Tis this herb you crave; Eat once a week forever more Thou wilt be coward nevermore." As quick, he did partake a lot, A change came over Quake-a-Lot. His biceps swelled, he beat his chest, His crooked sword, he neatly pressed. Into the wood to save his Gwen, And soon was heard a knightly din. Back at Court, the knights mourned Quake When battle sounds the ground did shake. But suddenly to their surprise, Two figures came before their eyes.	(Knights on horseback enter from opposite sides; battle, knock each other down, laugh, get up and slap each other on their backs.) (Enter Sir Quake-a-Lot. Others try to battle him. He shakes and tries to protect himself and faints. Gwendolyn enters, walks across and exits. All knights sigh. Quake revives, sighs the most.) (Messenger staggers on stage. Knights rush to help. He pantomimes message; when he asks who will go, they point to each other. Quake stands and watches.) (Sir Quake-a-Lot flourishes sword; pantomimes saving her. Other knights point at him, laugh, slap their knees in laughter. Quake exits to the woods.) (Quake gallops to woods, where magician enters. They pantomime and magician points to green bush Quake picks and eats from bush.) (Quake becomes strong man, beats on chest, bends sword straight, rushes off stage where mighty sounds of battle are heard.) (Battle sounds off stage. Knights listen, shake heads sadly, weep and blow noses into lacy handkerchiefs. Enter Gwen and Quake in shiny
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The lovely Gwen on Quake's right arm,
And Quake, the warrior, safe from harm.

armor with bright sword.)

The Knights ran forth and did proclaim
That Quake should have a brand new name.
Sir Sag-no-More's his brand new start;
Then Lady Gwen gave him her heart.
Then all in merriment did feast and laugh,
And all lived happily ever aft.

(Knights run to Quake, present him
with a sign saying "Sag-no-More."
Gwen hands him a paper heart. All sit
on floor and pantomime a feast,
joined by magician.)

If you'd adore to Sag-no-More,
We'll warn you at the finish;
Don't wish for a magician
Just always eat your spinach.

Edited from Pack-o-Fun Magazine

Otetiana Council Pow Wow 1978

BLUE AND GOLD

CHARACTER:	BANQUET	Let's Eat	(Rub Tummies)
	CUBMASTER	Signs Up!!!	(Cub Scout Sign)
	CUB SCOUT	Yippee!!!!	(Jump Up And Down)
	DEN LEADER	Oh Dear!	(Hand On Top Of Head)
	DEN DAD	Not Again!!!!	(Hands To Side Of Head)
	PARENTS	Us Too!!!	(Points To Self)
	COMMITTEE		
	CHAIRMAN	Thank Heaven!!!	(Hands To Ceiling)

NARRATOR: Blue and Gold time has come again. CUB SCOUTS and DEN LEADERS had to come up with ideas for the BANQUET to please the CUBMASTER.

They also had to stay within their budget to the COMMITTEE CHAIRMAN's delight.

They made invitations for the PARENTS and the center pieces for the table with the help of the DEN DAD.

When they arrived at the BANQUET, the PARENTS were happy with the decoration the CUB SCOUTS had made.

When the awards were presented, the DEN DADS and the DEN LEADERS and the COMMITTEE CHAIRMAN were also rewarded.

Everyone decided it was the nicest Blue and Gold BANQUET that they had had so far.

Long Rivers Council Pow Wow 1992

TRAVEL HORIZONS

In this narrated skit, five boys pantomime and carry props representing different kinds of travel. Props may be made from cardboard. As each paragraph is read, the appropriate prop is displayed and moved across stage. At closing, all props are brought back and placed together as final paragraph is read, by all boys together. Costuming would add interest, but is not necessary.

NARRATOR: Here's a fact that we should all face,
A trait of the whole human race,
To long to be Free, to travel and see
New horizons at each interesting place.

When you go on a trip, you'll need to decide,
On which method of travel that you will ride,
But one thing we're sure, that you will endure,
And your horizons will grow very wide.

A man who was rather a dreamer,
Always traveled around on a steamer;
When he took a trip, he went only by ship,
It suited his courtly demeanor.

(Boy enters with
cardboard steamer and
carries it across stage)

For this ride you may have a knack,
Which unfortunately, most of us lack,
Back and forth you will sway, as you ride on your way,
Seated high on an elephant's back.

(Boy enters in elephant
costume, or with
cardboard elephant and
sways across the stage)

There once was a man, so we're told,
Who had to pass through snow and cold,
When all else did fail, he took a sled with a sail,
And his trip was a joy to behold.

(Boy enters with sled
which has sail on it, and
moves it across stage)

In blizzards or wintry gales,
going this way almost never fails,
In sunshine or rain, depend on a train,
Chugging merrily over the rails.

(Boy enters with
cardboard train and chugs
a cross stage)

Before planes or trips to the moon,
Some travelers took a balloon,
They all waved good-bye, as they rose in the sky,
But they came back that same afternoon.

(Boy enters with card
board balloon - large and
carries it across stage)

All: Now folks if we've set you on fire,
And new horizons are your burning desire,
With no more delay, step right up and say,
Which vehicle you want to hire.

- Adapted from
Pack-o-Fun Magazine

Otetiana Council Pow Wow 1978

WHAT ARE CUB SCOUTS MADE OF?

This may be used as a reading or a skit. To use as a skit have a narrator who pauses to let the Cubs pantomime their parts.

NARRATOR: Cub Scouts are made of 8, 9, and 10 year old boys.
(Enter 3 Cubs, one saying "I'm 8," one saying "I'm 9," and one saying "I'm 10.")

NARRATOR: Some are solemn and wide-eyed.
(Enter 2 Cubs, one saying "I'm Solemn," one saying "I'm wide-eyed.")

NARRATOR: Some are wiggly and giggly
(Enter 2 Cubs, one saying, "I'm wiggly," and one saying "I'm giggly.")

NARRATOR: They come in two varieties, Cubs and Webelos.
(Enter 2 Cubs enter saying, "I'm a Cub," one saying "I'm a Webelos.")

(You may vary the number of Cubs by having more than one come in and say the line together.)

NARRATOR: Cub Scouts love...
Making noise: (Cubs do Grand Howl)
Competition: (Cubs pair up, arm wrestle, leg wrestle)
Getting Awards: (Cubs point proudly to badges on uniforms)
Singing silly songs: (Cubs sing one verse of favorite song)
Games: (Cubs do a crab race)
Making things: (Cubs pantomime hammering and sawing)
And just getting together: (Cubs huddle around each other)

NARRATOR: Cub Scouts dislike...
People who forget the refreshments: (Cubs make a crying face)
Being still: (Cubs all wiggle)
Lining up: (Cubs attempt to line up but mainly mill around)
And being called sweet: (All Cubs make faces)

NARRATOR: Cub Scouts are fastest at...
Voting for field trips: (Raise hands and Shout "yea, yea")
Eating refreshments: (All pantomime stuffing refreshments
into mouth)
And getting to the head of the line: (All try to be the first in line)

NARRATOR: Cub Scouts are quietest at...
A flag ceremony: (All salute and repeat pledge).
And waiting for the Cubby announcement.

NARRATOR: Cub Scouts are most important...
While doing good deeds: (Cubs show Scouting-for-Food bags)
And doing community service: (Show a poster)

NARRATOR: Cub Scouts are the basic ingredients for two special things.
They are what justifies the time a volunteer leader gives...
And Cub Scouts are what Boy Scouts are made of.

Otetiana Council Pow Wow 1981

A DRIVER'S DILEMMA (A Pantomime)

CHARACTERS: A Cub Scout and his friend

PROPS: 2 chairs for the car

(The Cub and his friend are sitting on the chairs. They go through the motions as the narrator reads.)

NARRATOR:	Cub Scout John and his friend one day	(Pretend driving)
	Went for a ride in his Chevrolet	
	His friend was cool, his name was Frank	(Cub leans over and pushes starter button)
	But he is what you might call, a crank.	
	It's just too bad he wasn't a little smarter	
	'Cause he doesn't know how to work the starter.	
	John showed him how, the little dear	(Pretend moving gear)
	And also how to shift the gear.	
	Away they went but something broke	(Jump out fast and look at wheel.
	'Twas just a measly little spoke.	Fix tire - jump back In)
	He fixed it with a piece of wire	(Work fast to change tire, then
	Then something popped – it was a tire.	back to chairs)
	'Twas mended soon, but next ker-plunk	(Duck with hands over head)
	They struck a branch and smashed the top.	
	"Dear me" shouted Frank. "That's too much"	
	Then something happened to the clutch.	
	And next poor Frank, unlucky dub	
	Just grazed a rock and smashed the hub.	
	"Oh Frank" said John with a squeal	(Looking over side of car)
	"I think we're going to lose a wheel."	
	They climbed a hill and then was seen	
	The tank contained no gasoline.	
	They journeyed home with Frank a pushin'	(Frank gets behind chair)
	And John just sitting upon a cushion.	
	Thinking to himself with a silly grin	
	What a crazy story, he could tell his den.	

Otetiana Council Pow Wow 1981

ACTING SKITS - GENERAL

These skits are more like plays than the previous group. Each of the characters have lines and perhaps some action to perform. They will need a little more practice and it may be a good idea to give the boys a little help. You may want to write each part on index cards, to help them remember their lines. Since this is hardly professional theater, encourage the boys to take their cue cards with them on stage. Even professionals forget their lines on occasion.

I know it's hard to believe, the those same kids who can't stop screaming at den meetings may become quiet as church mice on stage. Never underestimate the power of a crowd to silence kids. Since the point of these skits is conveyed verbally, it's critical that the boys speak up and be heard. Depending on your group, here's a couple of things you may want to try.

Many of these skits call for each boy to speak once, in sequence. This is where a microphone comes in handy. Have each boy step up to the mike when it's his turn.

Another idea is to record each boy's lines and play the tape on a good, loud tape player such as a boom box. If timing is important, have an adult backstage who can turn the tape on and off at the right times.

If you decide to record the lines ahead of time, the boys can still "lip synch" to their own voices. Put a small audio cue in so they know when to start moving their lips. This works especially well if you have a song in your skit.

BOB CAT'S BIG CATCH

CAST: GRAY SQUIRREL,
RUNNING DEER,
SMALL BEAR,
LITTLE WOLF,
BOB CAT,
CHIEF AKELA.

COSTUMES: Assorted Indian Costumes: headbands, vests, breech cloths, etc.

PROPS: Drum for Gray Squirrel.
Small bow and arrow for Bob Cat to carry

SETTING: A clearing in the forest. As scene opens, all but Bob Cat and Chief Akela are seated in a Semi-circle facing audience. Gray Squirrel is slowly beating drum.

RUNNING DEER: (Chants)
This big day in Bob Cat's life;
Make-um Brave, if good with knife.

SMALL BEAR: In our tribe he will belong -
If nothing in forest go-um wrong.

LITTLE WOLF: Hope he catch-um heap big prey
Make Chief Akela happy today.

GRAY SQUIRREL: (stops drum - cups hand to ear)
Hark, my brothers - sound I hear -
Think brother Bob Cat must be near!

(Off stage, continuous loud sneezing is heard. This goes on and off for rest of skit.)

(Enter Bob Cat and Chief Akela, Chief Akela holds Bob Cat by the back of the vest. Bob Cat continues to sneeze. In his hand he carries small bow and arrow.)

RUNNING DEER: Brother Bob Cat, what you fetch?
We wait-um here to see big catch.

CHIEF AKELA: Bob Cat head for father's teepee
Hunt has made him tired and sleepy
Have to hunt where buffalo play
Another time - another day.

SMALL BEAR: But Chief Akela - where is catch
That brother Bob Cat went to fetch?

CHIEF AKELA: Brother Bob Cat plenty bold -
Him wad-um creek and catch-um cold!

(Chief gently pushes Bob Cat off stage. All seated braves laugh, then quickly clap hands to mouths and refold arms. Gray Squirrel starts to beat drum as curtain closes.)

Otetiana Council Pow Wow 1982

MUSCLE BUILDING CHAMPS

CAST: 6 boys in uniform holding props as described below.

Setting: All boys come on stage and one at a time step forward and speak their lines.

ALL TOGETHER: We all excel in building muscles
We're champs at that, you see;
Just listen to our stories
And we're sure you will agree.

1ST BOY: I hold the title of strongest in my den
Do you suppose it's because of my friend?

(Holds up toy skunk. Other boys hold their noses.)

2ND BOY: I'm known as the den's muscle man this year,
Most of my muscle is between my ears.

(Pulls out small hat from behind his back and tries desperately to fit it on his head.)

3RD BOY: I hold the title of fastest of all,
I'm first in line for the chow basket call.

(Pulls out bag of cookies and begins eating.)

4TH BOY: I'm known as the champion of the high jump,
One time I missed and got a big lump.

(Rubs head, with painful expression on face.)

5TH BOY: To keep in shape, I exercise each day,
I wonder why my muscles turned out this way.

(Removes sweatshirt to show colorful padding on arms and legs.)

6TH BOY: I'm the champ at making things disappear, you see,
Watch us all disappear, as I count to three.

(He counts slowly 1-2-3 as curtain closes.)

- Torrey Pines Pow Wow '74

Otetiana Council Pow Wow 1982

TREASURES BENEATH THE SEA

Puppet Skit

SONG: The song is sung to the tune of 'The Grand Old Duke of York' in the Cub Scout Song Book.

STAGE: For this puppet skit, use a large box for your stage. Paint the back of the box to look like an underwater scene.

PUPPET CAST: 2 or more OYSTERS
CHARLIE TUNA
The oysters are paper plates folded in half and then painted or covered with construction paper. Charlie Tuna is a stick puppet.

SONG: (Done by all oysters.)
It's tough to be an oyster
that's why I'm in such a stew.
But I'd rather be an oyster
than a person like you.

(A cardboard tire comes down and hits one of the oysters in the head)

1ST OYSTER: (Looks up)
Hey you people cut that out.

(Down comes a beer can right into his mouth. He looks at audience and shakes it out.)

CHARLIE TUNA: (Moves quickly across the front of the stage.)
Hey Star-Kist, wait for me.

OYSTERS REPEAT SONG

(A cardboard boot falls.)

2ND OYSTER: Wow, that really shook up my pearl. I hope his foot freezes.

(More things fall down.)

1ST OYSTER: They say pollution is a people problem, but they should live down here.

CHARLIE TUNA: (Moves quickly across the front of the stage.)
Hey Star-Kist, you forgot me.

OYSTERS REPEAT SONG

(As song is sung more litter can fall on the puppets.)

OYSTERS: (Together)
Please help us - don't pollute.

You can use more than 2 oyster puppets if you want. The boy who is dropping the litter should stand behind the stage and lower the litter over the top. Lower pieces of litter on a string slowly to give the effect of moving through the water.

Otetiana Council Pow Wow 1982

TRIP TO THE MOON

CAST: CONTROLMAN
 2 SPACEMEN
 PRESIDENT
 MAN-IN-THE-MOON
 2 SPACE MICE

PROPS: Spaceship
 Telescope
 Moon with door big enough for head to stick out
 Chair

SETTING: (As curtain opens, Controlman is looking at the moon through a telescope, at left.
 Spaceship stands close by. Man-in-the-Moon & Space Mice are hidden behind moon on
 opposite side of stage. Spacemen enter at left, helmets under left arms and they approach
 Controlman.

1ST SPACEMAN: Has the President arrived?

CONTROLMAN: Not yet.

2ND SPACEMAN: I hope he won't be late. We have no time to waste.

CONTROLMAN: (looking through telescope)
 That's right. The moon is in good position for a perfect landing.

(Enter PRESIDENT of U.S. Play a few bars of "Hail to the Chief" as he enters.
SPACEMEN & CONTROLMAN stand at attention.)

PRESIDENT: This is a great day for our country. I don't know what we would do without you
 brave Cub Scouts, who are willing to risk your lives on this dangerous mission to the
 moon. I can only wish you good luck.

(President goes to a chair to the left to watch take-off.)

CONTROLMAN: Get ready for the countdown. (He sits at control panel.)
 SPACEMEN, put on your helmets and get behind the space ship.

1ST SPACEMAN: We're ready.

CONTROLMAN: Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two, One Blast Off!

(SPACEMEN slowly pick up space ship, turn it to horizontal position and walk very slowly across the stage
to the moon.)

2ND SPACEMAN: We've been out here in space for a long time now. When do you think we'll reach the
 moon?

1ST SPACEMAN: We should be there very soon now.
 (SPACEMAN arrive at Moon, sticking it with point of Space Ship.)

MAN-IN-THE-MOON: Ouch! What stuck me?
 (SPACEMEN stand ship on end)

2ND SPACEMAN: Who said that?

1ST SPACEMAN: There must be someone here after all.

MAN-IN-THE-MOON: (Opening- door in the Moon & sticking his head out.)
 Of course there is! Haven't you ever heard of the Man-in-the-Moon?

2ND SPACEMAN: Yes, but I thought that was a fairy tale!

MAN-IN-THE-MOON: No, indeed! I've been here a long time.

1ST SPACEMAN: Can you tell us if we are the first earth people here?

MAN-IN-THE-MOON: Yes, you are the first People. Another ship landed before yours did, though. There were mice in that one.

(SPACE MICE come from behind moon, one on either side.)

1ST MOUSE: Did you call us?

2ND SPACEMAN: What in the universe are you doing here?

2ND MOUSE: The Russians shot us up here!

1ST MOUSE: We were supposed to go back to earth, but we wouldn't go.

2ND MOUSE: We like it here. We're going to stay forever!

1ST SPACEMAN: But how can you live here? What can you find to eat?

1ST MOUSE: Find to eat? We never had it so good!

2ND MOUSE: You mean you don't know. You never heard?

BOTH MICE: The moon is REALLY made of GREEN CHEESE!

(SPACEMEN faint as CURTAIN falls).

Otetiana Council Pow Wow 1978

BUC TUOCS (Round-up Skit)

CAST: ANNOUNCER
DR. CURE-ALL
CUB SCOUTS (number can vary)

ANNOUNCER: Presenting Dr. Cure-All and his marvelous medical discovery, "BUC TUOCS"

DR. CURE-ALL: Thank you, my friends. Boys, have you been feeling sluggish lately? Do you have that gray feeling? Do you have that over-seven feeling? I have the answer to your woes: "BUC TUOCS"!

CUB 1: When I reached seven, I needed something. I was out of touch. I tried "BUC TUOCS" and got the lift I needed.

CUB 2: I couldn't adjust. My social life was falling apart. "BUC TUOCS" was the answer for me.

CUB 3: I was afraid of growing old. Was life passing me by? "BUC TUOCS" gave my life purpose.

CUB 4: My friends had gone in different directions. "BUC TUOCS" helped me find new friends. (You can use more testimonials if you have more Cub Scouts)

DR. CURE-ALL: Thank you boys for your unsolicited testimonials.
Remember folks, try "BUC TUOCS" -- that's CUB SCOUT spelled backwards!

Long Rivers Council Pow Wow 1992

WHEN KNIGHTHOOD WAS IN FLOWER (or, “Good Guys Always Wear White Hats”)

CHARACTERS: LORELEI THE LOVELY, a beautiful princess
KIT THE KING, a pip of a king
GODFREY THE GOOD, almost too good to be true
EDGAR THE EVIL, Almost too bad to be true
EDGAR’S HENCHKNIGHTS, as many and as ferocious as you like

COSTUMES AND PROPS: Costumes should be traditional.
A castle backdrop can be used.
Spears for knights can be foil-covered yardsticks or cut from cardboard.
An enormous white hat for the punch line.

SETTING: Since this is a melodrama, all actions should be highly exaggerated. Audience should be encouraged to ‘boo’ the villain and cheer the heroes loudly.
Scene opens on Lorelei, who is sobbing her heart out in front of her father’s castle.

LORELEI: Oh woe, oh woe, oh woe is me! Edgar the Evil and his Henchknights have captured the castle and imprisoned my beloved father, King Kit of Kaboodle. And now Edward the Evil says he won’t release my beloved father unless I, Lorelei the Lovely, will marry him. Oh woe, oh woe. What a horrible fate. How I wish a Knight in shining armor would ride up and save me from my awful fate!

(Enter Godfrey the Good, tripping and falling over himself)

LORELEI: (Exclaiming in fright) Good night!

GODFREY: (Look up, proudly) That’s me!

LORELEI: Who are you?

GODFREY: (Pulling himself together and standing up straight)
I am Godfrey the Good, a knight in shining armor. I’m sorry, but I lost my white charger. I just don’t know what’s wrong with me lately. But who are you, fair lady?

LORELEI: I am Lorelei, the Lovely, princess of this fair land.

GODFREY: Well then, let’s go inside the castle. It’s cold out here!

LORELEI: (Beginning to wail) We can’t... (sobbing) Edgar the Evil has captured the castle and imprisoned by dear, dear father, the kind, kind king, in the deep, deep, dark, dark dungeon.

GODFREY: Oh you poor, poor girl. (Consoles her) Godfrey the Good will help you. (Brandishes spear in air, dramatically) will engage the wicked, wicked knight in a fierce, fierce battle and release the dear, dear king who is in the deep, deep, dark, dark dungeon. (Accidentally stabs himself) Oh, ouch, ouch.

LORELEI: Oh, but Edgar the Evil is so so terrible. He has many, many men. And he says he will not release the king unless I agree to marry him.

GODFREY: Fear not, fair princess. Godfrey the Good is here! If only I could figure out why I have not been myself lately. Something is wrong. Well, I cannot let evil triumph over good, simply because of my weakness. Then I wouldn’t be Godfrey the Good! Everyone would call me Godfrey the Gutless. (summoning up his courage) Come out, come out, wherever you are!

(Enter Edgar and Henchknights)

EDGAR: (Snarling fiercely) Who calls? Who calls Edgar the Evil and his Henchknights?

GODFREY: (Trembling at the sight of Edgar and Henchknights) Oh.. you came!

EDGAR: Who are you, you rattling tin can? (clanking is heard from offstage)

GODFREY: (Still shaking) I am Godfrey the Good!! Can't you tell? I am a knight in shining armor.

EDGAR: (Scoffing) Shaking armor is more like it. Take this knight in shaking armor away, men. (Henchknights drag protesting Godfrey away.) Now, (turning to Lorelei) fair, fair lady, what is your final, final decision? Remember, your kind, kind father in the deep, deep, dark, dark dungeon!

LORELEI: (Sobbing violently) Oh, woe, woe, is me, me!

(Suddenly Godfrey sneaks up behind Edgar, bops him over head. Edgar lays sprawled on ground)

LORELEI: (Throwing arms around Godfrey) My hero! My hero! (King Kit enters) Father, Father! But Godfrey, how did you do it? What happened? Where did you get the nerve?

GODFREY: (Virtuously) I had forgotten one thing. Good always triumphs over evil. But in order for this to happen, you've got to recognize Good and ... The Good Guys Always Wear White Hats! (Puts on enormous white hat)

Otetiana Council Pow Wow 1978

THE MOTORCYCLE DRIVER

CHARACTERS: CUB SCOUT
2 Ambulance Attendants

PROPS: HELMET,
MOTORCYCLE (toy, battery operated or peddle),
AMBULANCE (made from wagon),
STRETCHER.

CUB SCOUT on MOTORCYCLE rides across the stage, as he gets half way he falls over.

AMBULANCE enters with two Cubs as AMBULANCE ATTENDANTS, who run over and pick up the MOTORCYCLE very carefully, put it on the STRETCHER, leaving the CUB SCOUT laying on the stage.

They put the MOTORCYCLE in the ambulance and drive off stage with the CUB SCOUT running after them.

Otetiana Council Pow Wow 1981

SPOOKS FROM FIRE ISLAND

Try this skit during Fire Prevention week. It was developed by Den Leaders at a Cub Scout leaders' conference at Philmont Scout Ranch.

CAST: 7 GHOSTS, Cub Scouts dressed as ghosts (Or use decorated ghost paper puppets.)

SETTING: Dim lights
Draped sheet over table for graveyard effect.

1st GHOST: I smoked and smoked and smoked in bed
and now you see that I am dead.

2nd GHOST: My Pop said frayed wires were O.K.,
I became a spook without delay.

3rd GHOST: I saved oily rags to use again,
no telling what I might have been.

4th GHOST: We thought the campfire under control,
I just climbed out of my 6-foot hole.

5th GHOST: While in a hurry the hot grease splattered;
I didn't know it really mattered.

6th GHOST: I played with matches, it was such fun,
'Til I caught fire and began to run.

7th GHOST: I filled with gas the lawn mower hot,
so like the others now I'm not.

Otetiana Council Pow Wow 1981

RIP VAN CUB SCOUT

CAST: Rip Van (see below)
Boy
Reporter
President
Astronaut
Scientist
(Additional characters can be easily worked in if needed)

PROPS: Tree
Long white beard
“Press” badge
Paper and pencil
Stack of papers for President
Notebook and pencil for scientist
Helmet for astronaut

COSTUMES & MAKE-UP: Characters may wear appropriate costumes or signs identifying them. To age Rip, powder hair with talcum powder and draw facial wrinkles with eyebrow pencil

RIP: (Comes on stage wearing Cub uniform. He lays down under tree.)
Someday, I’m really going to do things ... be important ...
(He dozes off to sleep)

(House lights off. President, Astronaut, Scientist and Reporter come on stage. The first three stand apart from each other. Flashlight is shined on reporter as he talks with each character.

REPORTER: (To President)
Mr. President, you’re the youngest man to ever hold office. You’ve solved the unemployment problem. The United States is at peace with the rest of the world. You’ve done so much for us. I’ll bet your parents are really proud of you!

(President looks pleased with himself. He shuffles through his papers.)

REPORTER: (To Astronaut)
Colonel, you’ve been the first to fly to Mars. You’ve discovered a new planet; new race of people and learned to communicate with them. What’s next?

(Astronaut holds helmet, looks proud.)

REPORTER: (To Scientist)
Dr., you’ve discovered a fertilizer that has solved the world’s food shortage. You have helped solve the world’s energy crisis. We understand that you have just won the Nobel Prize for scientific achievement.

(Dr. writes busily in notebook.)

(Flashlight is turned off. Boys leave stage. While reporter was interviewing the others, Rip has been aged and his beard is added.)

BOY: Rip Van (use boy’s last name)! You’ve just dreamed your life away. While you were asleep, the world really got itself into trouble. You never even got your Wolf (or Bear) badge in Cub Scouting. Great deeds need a lot of work and they start with small ones! Let’s get busy. It’s not too late!

Otetiana Council Pow Wow 1981

LAWNMOWER SALESMAN

CHARACTERS: 2 CUSTOMERS

LAWNMOWERS, played by 2-6 Cub Scouts

SALESMAN

SCENE: In front of a store

(Cub Scouts are down on their hands and knees representing lawnmowers. The salesman is waiting for a customer.)

CUSTOMER: (Enters) Hi! I need a lawnmower. Mine blew up this morning.

SALESMAN: Sure thing. Let me show you some of our models.
(Pointing to first boy) Here we have our cheapest model. It has a stall free engine and is really a great model. Here - I'll demonstrate.

(Salesman tries to start it by pulling cord.)

1ST BOY LAWMOWER: BRRRRRRMMMM BRRRRRRMM BRRM BRM (then dies)

SALESMAN: Must have a bad spark plug. Oh well, let me show you another model. Notice the fuel injection in the front. It's a very good machine. I'm sure you won't have any trouble with it.

(Salesman tries to start it by pulling cord.)

2ND BOY LAWMOWER: BRRRRR RRMM, BRRRRRR RRM, BRRRR RR RRM,
BRRRRRRMMM (then dies)

SALESMAN: They must have forgotten to put in the fuel.

(Using as many boys as needed, each may be a different model lawnmower. All of the models used do not start until the last one.)

SALESMAN: This is our last and final model. It is our most expensive mower, the Super Duper Lawn Queen. It has ten horse power motor. I'm sure this one won't fail.

(Salesman tries to start it.)

LAST BOY LAWMOWER: BRRR RR RRM, BRRRRM, BRRRM. (Then dies)

SALESMAN: I can't imagine what's wrong with it. Let me see if I can find someone to help me get it started.

(Goes to audience and gets someone, Cubmaster, or any adult in the audience. Asks person if he or she will come up and help start the lawnmower. Person from audience comes and tries to pull cord.)

LAST BOY LAWMOWER: BRRRM BRRRM BRRRRMMMMM (really takes off.)

SALESMAN: That's all it needed, A BIG JERK!

Otetiana Council Pow Wow 1981

ROLICKING ROBOTS

CAST: DEN CHIEF
ANNOUNCER,
ROBOT NARRATOR,
6 ROBOTS (Cub Scouts)

DEN CHIEF: Den presents "The Rollicking Robots From The World Tomorrow."

(Robots enter slowly in a line, then turn to face audience)

ROBOT NARRATOR: We 're the very latest triumph of engineering skill;
We can walk, we can talk, we can raise an arm at will;
We 're really rather handsome, all gleaming steel and chrome;
Oh, everyone should have a little robot in the home.

You'll never have to feed us, our wants are very few;
A sip of battery juice and a nut and bolt or two;
Our actions are dependable, just like a metronome;
Oh, everyone should have a little robot in the home.

(As each boy takes his turn, he steps forward stiffly, takes three steps and bows before he speaks.)

ROBOT 1: When Junior has some homework that no one can explain,
Were just the ones to help him, with our electronic brain.

ROBOT 2: Those nights when father moans and groans about his income tax,
We'll do the calculations, if he'd just feed us the facts.

ROBOT 3: We can help with mother's gardening when she's setting out her plants,
Our feet are built for digging holes or stamping out red ants.

ROBOT 4: If sister fears she'll oversleep cause she stayed out late at night,
Just let us know the proper time, we'll wake her up all right.

ROBOT 5: We'll be glad to mind the baby when he's crawling on the floor,
And shock him, oh so gently, if he's heading for the door.

ROBOT 6: To cheer you up, we'll bring you music straight from our transistors;
And even go into a dance while rattling our resistors.

(Robots dance: Three slide steps to left; then three slide steps back to position. Three bounces forward; then three back to position. Swing left arm and right leg forward and back; then right arm and left leg. Repeat these kicks, then bow.)

ROBOT NARRATOR: We hope we have convinced you of our many splendid uses,
And we faithfully promise not to blow out any fuses.
We'll be always be at your service with our every volt and ohm,
Now don't you think that you should have a robot in your home?

Otetiana Council Pow Wow 1981

WATER! WATER!

CAST: Several CUB SCOUTS

PROPS: Sahara Desert scenery (Have Cubs draw cactus for background.)
A glass of water.

1ST CUB: (Crawls across stage gasping and saying:)
WATER! WATER!
(Collapses about one fourth of the way across)

2ND CUB: (Same as #1 but he gets a little further before he collapses.)

3RD CUB, 4TH CUB, etc. (Do the same as #1 but each gets a little closer to the boy with the glass of water before collapsing.)

LAST CUB: (Cub with the longest, messiest hair. Crawls across the stage, panting and asking for water.)
WATER! WATER!

(When he reaches the boy with the glass of water, he drags himself up onto his knees and pulls a comb from his back pocket, dips it in the glass and combs his hair.)

Greater Cleveland Council Pow Wow 1993

THE BURNING SCHOOLHOUSE

CAST: Old man and several boys.

SCENE: Boys are standing around talking when an old man comes by

OLD MAN: The school house is burning!

BOYS: (The boys become very excited and shout.)
The school is burning! The school is burning!”

(The old man stays on stage. The boys run off to one side. The first boy crosses the stage carrying a cup. Another boy follows then another, just about then the first boy comes hurrying back across the stage.)

BOYS: Hurry! Hurry! It’s burning faster!

(This continues so that one or two boys are always crossing the stage area in each direction, urging each other to greater speed and to not spill the contents of the cup. Finally the old man speaks)

OLD MAN: Say fellows, you’re never going to put out that fire with those little cups of water.

ONE BOY: Water? This isn’t water, it’s kerosene!!!”

(Boys hurry off to the fire.)

Greater Cleveland Council Pow Wow 1993

CITY SLICKERS

CAST: 6 Cub Scouts as follows
MA
PA
BOY
SIS. All dressed as Hillbillies.
2 CITY SLICKERS

PROPS: Large cardboard car with handles on back.
Log cabin.

SETTING: 2 City Slickers drive up in front of cabin and honk their horn.

MA: (Hillbilly woman comes out of cabin.)
Howdy! What yawl want?

DRIVER: How do we get to Tulsa?"

MA: I don't rightly know, but I'll ask my son.
(Turns and yells into cabin.)
Sonny, how do yawl get to Tulsey?

BOY: (Boy comes out of cabin.)
I don't rightly know. I'll ask Sis.
(Turns and yells into cabin.)
Sis! How do yawl get to Tulsey?

SIS: (Comes out of cabin.)
I don't rightly know. I'll ask Pa.
(Turns and yells into cabin.)
Pa! How do yawl get to Tulsey?

PA: (Comes out of cabin.)
HmMMM, let me see now ... well, I don't rightly know how ya get to Tulsey.

RIDER: Boy, you people sure are dumb. You don't know anything do you?

PA: Well, you see it's this-a-way.. We may not be real smart, but we ain't lost neither.

Greater Cleveland Council Pow Wow 1993

BOSS, THE TRAIN!

CAST: 2 BOYS tracking animals
Rest of den acts as TRAIN.

PROPS: 3 flashlights,
Other props as desired.

SETTING: 2 boys are walking across the stage shining their flashlights on ground as if they're looking for something.

BOY #1: Look! Bear tracks!

BOY #2: (sarcastically) There ain't no bears around here. These are raccoon tracks.

BOY #1: Those are bear tracks.

BOY #2: They can't be!

BOY #1: I know what bear tracks look like and those are bear tracks.

BOY #2: Raccoon tracks!

BOY #1: Bear tracks!

BOY #2: Raccoon tracks!

(Boys grab each other and start to wrestle. As they are rolling around on the ground, the other boys enter making train noises the first one carrying a flashlight to simulate the headlight of the train. Boys stop wrestling)

BOY #1 and #2 (Look at each other and say in unison.)

Train tracks!

(They jump up and start running as the train chases them offstage.)

Greater Cleveland Council Pow Wow 1993

J.C. PENNEY

CAST: As many CUBS as you'd like (at least 6 recommended)
One person designated as J.C. PENNEY.

PROPS: Towel and one article of clothing for each character,

SETTING: One boy on stage, another boy enters

1ST BOY: Where did you get that hat?

2ND BOY: I got it from J.C. PENNEY.

1ST BOY: Where did you get that shirt?

3RD BOY: I got it from J.C. PENNEY.

1ST BOY: Where did you get those pants?

3RD BOY: I got it from J.C. PENNEY.

(Boys continue to enter one at a time carrying an article of clothing and are asked by the 1ST BOY where they got it. They always answer "I got it from J.C. PENNEY.")

J.C. PENNEY: (Enters wrapped only in a towel - Remove shirt and wear pair of shorts under towel to look naked.
I'm J.C. PENNEY, anyone seen my clothes?)

Greater Cleveland Council Pow Wow 1993

COTTON (A "J.C. Penney" Variation)

Spokesman keeps meeting guys with new clothes - a loud shirt, new shoes, bright socks, new pants, a hat etc. Each time he remarks how snappy they look and ask where they got such neat clothes. "FROM COTTON" is always the reply. A while later he meets up with a guy with a black eye, bruises, a cut lip and only a towel wrapped around his waist. Sure enough, when the spokesman asks him his name it's "Cotton"

Greater Cleveland Council Pow Wow 1993

J.C. PENNEY #2
(A More Obvious “J.C. Penney” Variation)

CAST: STORE CLERK
J.C. PENNEY
CUSTOMERS (as many as desired)

PROPS: Table for checkout counter
Cash register(optional)
Towel
Various articles of clothing (Suggest Cub Scout uniform parts)

SETTING: Clerk in store.

1ST BOY: Hi. Do you have a Cub Scout neckerchief?”

CLERK: Yes we do. Just a minute. (Clerk goes off stage or behind a curtain. Sounds of a scuffle are heard. Clerk returns with neckerchief, customer pays and leaves)

2ND BOY Do you have a Cub Scout shirt?
(same thing happens)

3RD BOY: Do you have a pair of shoes?”

CLERK: Let me see...
(goes off stage same thing happens)
You’re in luck, we have one pair left in that size.

4TH BOY: Do you have a pair of socks?

CLERK: Hmmmm, let me check.”
(Same thing)
Yep, we got a pair”

5TH BOY: Do you have a pair of Cub Scout pants?”

CLERK: No we’re all sold out. How about shorts”

5TH BOY: That would be OK”

(Same thing but when clerk returns and starts to ring up sale, boy from offstage or behind the curtain walks out wrapped in a towel.)

J.C. PENNY: (Grabs the shorts.)
That’s the last straw! I quit this crummy job.
(Walks offstage.)

Greater Cleveland Council Pow Wow 1993

BRAGGING FISHERMEN

CAST: 6 CUBS

PROPS: Stools (for fishermen to sit on)
fishing poles

SETTING: 6 Fishermen sitting on stools by a lake, hanging their poles in the water. Heads droop until it's time for them to speak their line.

1ST FISHERMAN: Not bad for a day.

2ND FISHERMAN: Not Bad. When we lived in Texas we caught them as big as 8 inches.

1ST FISHERMAN: 8 inches? Why I've caught 'em over 20 inches long right here in this very pond."

2ND FISHERMAN: Who's talking long? In Texas, we measured 'em between the eyes."

3RD FISHERMAN: Any luck, Zeb?

4TH FISHERMAN: Yup, I caught me a 65 pound cat, but I decided not to keep him. How 'bout you?"

3RD FISHERMAN: Nope. But I did fish out a lantern I lost 5 years ago. And it was still a-burning"

4TH FISHERMAN: Aw right. Maybe my fish weren't no 65 pounder. I'll knock off 30 pounds if you'll blow out the light in the lantern."

5TH FISHERMAN: "No, seriously, how is the fishing in Texas?"

6TH FISHERMAN: "Not too good. Fished all day and only caught one fish and he was too small to keep. Luckily for me, two men came along in a truck and helped me throw him back."

Greater Cleveland Council Pow Wow 1993

THE YELLOW, CADILLAC

CAST: 2 HUNTERS
GUIDE

SETTING: The Guide is laying on his side with his ear to the ground. Hunters enter.

1ST HUNTER: What's with this lazy good for nothing guide? We're paying him good money to help us hunt and he's laying down! Where did you get this guy? He's a complete idiot! He's laying in the middle of the road!

2ND HUNTER: Relax. One of my buddies said he was really good. He's probably listening for wild animals.

(Hunters walk over to Guide.)

2ND HUNTER: "Well, what is it?"

GUIDE: (Without moving)
Two men in a yellow Cadillac. The grille is missing and it has a broken headlight. The paint is scraped on the right fender. The driver is wearing a green coat and a cowboy hat. The other guy is wearing a brown coat and a stocking cap."

2ND HUNTER: (To 1st Hunter)
See ... I told you he was good!!!"

1ST HUNTER: Amazing!!! You mean you can tell all that from just listening to the ground?"

GUIDE: "No. It just ran over me."

Greater Cleveland Council Pow Wow 1993

CASTOR OIL

CHARACTERS: YOUNG MAN
DRUGGIST
PATRON

SETTING: A 1950's drug store

YOUNG MAN: Is it possible to disguise the taste of castor oil?

DRUGGIST: Certainly young man.

YOUNG MAN: It's such horrible stuff to take. Yuck!!!

DRUGGIST: It certainly is.

PATRON: (Enters Drug Store)
Chocolate soda please.

DRUGGIST: Would you like one, too, young man?

YOUNG MAN: Oh yes. I'd like one very much.

(Druggist makes up 2 sodas and gives them to the Patron and the Young Man.)

YOUNG MAN: (finishing his soda)
My that was good! Now tell me about disguising castor oil, sir.

DRUGGIST: Aha my dear young man. I gave you some castor oil in that soda and you didn't even know.

YOUNG MAN: But good heavens sir, I wanted it for my brother!!!

Greater Cleveland Council Pow Wow 1993

CPR RESCUERS

CAST: 3 CUB SCOUTS

SETTING: Cubs are standing around reading newspapers or magazines as if waiting for the bus to come.

1ST CUB: (Suddenly grabs his chest and falls down on the ground.)

(All others gather around him.)

2ND CUB: Looks like he's had a heart attack!

3RD CUB: Sure does. Does anybody know CPR?

2ND CUB: I do. I'm a Cub Scout.

(The 2 CUBS begin to do CPR. One pretends to do Rescue Breathing while the other pretends to do chest compressions.)

2ND CUB: (After a while)
I'm getting tired. Let's change positions.

3RD CUB: OK Ready? Let's change.

(3rd Cub lies down on the floor; 1st Cub gets up and starts doing Rescue Breathing and the 2nd Cub starts doing chest compressions.)

Greater Cleveland Council Pow Wow 1993

CLARENCE SLEPT HERE

CAST: 2 CUBS
MOTHER
OTHER CHILDREN (in the family)

SETTING: 2 boys playing Nintendo

1ST CUB: Clarence, I hear something. Is it raining?

2ND CUB: Sure is,

1ST CUB: When you came over there wasn't a cloud in the sky.

2ND CUB: Sure wasn't

1ST CUB: Wow! Look out the window! It's raining cats and dogs!

2ND CUB: Sure is.

MOTHER: Clarence, I can't let you go home in this storm. You'll catch your death of cold.

1ST CUB: Mom, can Clarence sleep over? Huh, can he? Please?

MOTHER: Sure he can. But you come upstairs with me first and get your room straightened up.

(Mother and 1st Cub leave to go upstairs talking between themselves. Clarence leaves in another direction. Mother comes back and calls for Clarence.)

Mother: Clarence, I've got your bed ready ... Clarence? Clarence, Where are you?
(Clarence comes in dripping wet)
Clarence! You're soaking wet! Where have you been?"

2ND CUB: (panting) I ran home ... to get ... my pajamas.

Greater Cleveland Council Pow Wow 1993

THREE RIVERS

CAST: CAMP COOK
3 STRANGERS
THREE RIVERS, a boy on all fours acting like a dog

PROPS: Big Kettle or Dutch Oven

SETTING: The camp cook is stirring the contents of the big kettle when along comes a stranger.

1ST STRANGER: What's cooking? Sure does smell good.

COOK: Homemade stew. Want a plate?

1ST STRANGER: Yeah, if it's not any trouble. Got an extra plate?

COOK: Sure do. Three Rivers just finished cleaning some.

(The 1st Stranger picks up a plate from the pile the cook is pointing to.)

1ST STRANGER: Are you sure these plates are clean?

COOK: Sure are, stranger. Three rivers just cleaned 'em.

(This is the crux of the skit. Make sure the audience understands that Three Rivers cleaned the plates.)

(Two more strangers come in and get served.)

3RD STRANGER: Cookie, that stew was great! To show my appreciation, I'd like to clean up the dishes.

COOK: Never mind about that. Three Rivers will take care of them.
Three Rivers!!! Three Rivers!!! Here boy, come on Three Rivers!!!"

THREE RIVERS: (Enters, barking.)

STRANGERS: (Pretend to get sick.)

Greater Cleveland Council Pow Wow 1993

ACTING SKITS - HOLIDAY

The following skits are similar to the previous group, except that they have a primarily Christian holiday theme. They require the same level of preparation, but since they boys will be familiar with the themes, they may find it easier to understand the skits. There is one more Christmas skit in the first section, but I decided to leave it there because it was a NARRATOR skit, not an acting skit.

My one apology in developing this skit book is that the only holidays I found represented in Pow Wow material were Columbus Day, Thanksgiving and Christmas. I did some extra research and found a few more holiday skits, but they were all in the same vein. None of them involved the kind of holidays I feel are missing. My den contained Christians, Jews, Moslems and Buddhists. I am well aware of the impact Columbus and the Pilgrims had on Native Americans. Today, our society is too diverse and our consciousness too aware to let this go unnoticed.

At the same time, the material I've collected is a reflection of the world we live in and I'm not here to cure world hunger. You are all adults; if you find these skits appropriate, enjoy them. If you don't, just tear them out. I won't be offended.

On the other hand, if you know of any good holiday skits from any other traditions, please forward them to me and I'll try to include them in any revised editions.

DISCOVER AMERICA (Fractured History Tale)

CAST: LOUWEEGEE
CHRISTO
ANTONIO
GENO
NAVIGATOR
MARIO
LOUIE (all in sailor costumes)
INDIAN (In appropriate costume.)

PROPS: Table
Boats, if desired

NARRATOR: Scene 1. Christopher Columbus and his sailors are standing by their ship talking.

LOUWEEGEE: Hey Christopher, I hear you are going on a trip.

CHRISTO: How many times do I have to tell you Louweegee, I did not trip!

LOUWEEGEE: No, no. I mean in the boat.

CHRISTO: Yea. We're going to saaa-ail away.

ANTONIO: We 're gonna take three boats.

GENO: We're takin' the Nina, the Pinta and the Watchamacallit.

CHRISTO: I wish you would stop calling the Santa Maria the Watchamacallit. She's my fastest boat.

NARRATOR: Scene 2. Christopher Columbus and his crew are aboard their ships and are now on their journey.

GENO: How long is it going to take, this cruise, navigator?

NAVIGATOR: It's going to take one, two, three ... maybe more.

MARIO: Only one, two or three days?

ANTONIO: Mario, he means months!

(All the crew stand around looking at the map)

LOUWEEGEE: Where did you say we were going?

CHRISTO: We're trying to find a short cut to India ... there we can get rich fast!

NAVIGATOR: (Pointing to map and tracing line across it)
See, we can go this way.

ANTONIO: How do you get east when your going west?

LOUIE the LOOKOUT: You wanna fall off the world?

NARRATOR: Scene 3. It is now several months later with the discouraged crew still aboard ship.
Shading his eyes with his band, one sailor suddenly shouts excitedly.

ANTONIO: There's some ground!

NAVIGATOR: That's "Land-Ho," your supposed to yell.

LOUIE the LOOKOUT: Where! Where! I don't see anything.

GENO: Louie, why don't you turn that glass the right way?

(All shade their eyes and watch the same direction. One of the crew points at something and says:)

MARIO: Look! There's one peoples!

(Indian walks slowly out from side stage. Approaches ship. He raises hand in salute, palm out, and says:)

INDIAN: How! Me America.

(All the sailors jump up and down, throw their caps in the air and shout)

All: Hooray! Hooray! We discovered America!!

Otetiana Council Pow Wow 1981

TEN LITTLE SETTLERS

Tells the story of the first Thanksgiving

CAST: 10 SETTLERS (the play opens with the 1st settler on stage)
 INDIANS (on stage, in the background.)
 TURKEY (keeps wandering back and forth on stage.)

(Settlers read their own parts or a NARRATOR can read their parts as the settlers enter.)

1ST SETTLER:	1 little settler Discovering the land. Along came another To offer a hand.	(2nd Settler enters and shakes hand of 1st settler.)
2ND SETTLER:	2 little settlers Happy and free. One came to build a home Then there were 3.	(3rd Settler enters with hammer and nails.)
3RD SETTLER:	3 little settlers Clearing the shore. 1 came to till the soil, Then there were 4.	(4th Settler enters with a shovel.)
4TH SETTLER:	4, through the winter Fight to survive; Share with a brother. Then there were 5.	(5th Settler enters with a blanket.)
5TH SETTLER:	5 In the spring, Tending fields and chicks, Make friends with another. Then there were 6.	(6th Settler enters carrying a brown bag that says grain.)
6TH SETTLER:	6 In the summer's heat, Pray now to Heaven For the land's bounty. Then there were 7.	(7th Settler enters with bag of potatoes.)
7TH SETTLER:	7 little settlers Glean a harvest great. A farmer came to offer help, Than there were 8.	(8th Settler enters with a rake or hoe.)
8TH SETTLER:	8 little settlers, Resting by the pine. In came the hunter, And then there were 9.	(9th Settler enters with the turkey.)
9TH SETTLER:	9 little settlers Home from the glen Called for the cook; Then there were 10.	(10th Settler enters in white apron.)
10TH SETTLER:	10 little settlers Hungry all day... Ready to enjoy The first Thanksgiving Day!	(All settlers are sitting in a circle. Turkey is in the middle. While the settlers are talking, the turkey gets up and runs away!)

Lancaster Lebanon Council

Pow Wow Guide 1990

IF "I" WERE SANTA ...

A short, silly skit about scampish elves and their concern for Santa.

CAST: SANTA
9 ELVES
EXTRA ELVES (Non-speaking parts)

PROPS: 1 large sign on wall or drapes saying "DO NOT DISTURB - SANTA'S SLEEPING"
paper and pencil,
1 large sign saying "DECEMBER 24" standing on stage
1 envelope addressed to Santa.

SETTING: All elves are standing on stage whispering loudly when Chief Elf walks in.

CHIEF ELF: Hey! Keep the noise down. Can't you see Santa's trying to catch a few winks.
(He points to "Do Not Disturb" sign)
This has been a rough week, and the mail is still pouring in.

1ST ELF: (holding up envelope)
Did you read the one about wanting the real E.T. sent to him for Christmas?

2ND ELF: Why IF I WERE SANTA, I'd send him an EGG TURNER! (All elves laugh.)

3RD ELF: Oh, Santa knows how to handle requests like that. His real problem is transportation. It gets pretty cold riding in an open sleigh, IF I WERE SANTA, I'd buy a racy TRANS AM, maybe with a small sun roof ... and a stereo.

4TH ELF: (interrupts) You can't land a Trans Am on a roof, but I'd consider harnessing my sleigh to 8 white horses. They're faster than reindeer,

5TH ELF: (disgusted) Since when have you seen a horse with a RED NOSE!

(All elves laugh and laugh.)

6TH ELF: It doesn't matter what Santa rides in. It's that bright red suit. He'd look so much thinner in a black tuxedo puttin' on his top hat (starts dancing around) and ready for a night on the town.

(All elves shake their heads and turn their back on the elf who is still dancing around.)

7TH ELF: Forget the car; forget the tux. Don't you know it's Santa's boots. IF I WERE SANTA, I could climb down a chimney faster in a pair of NIKES - much better traction.

8TH ELF: (excitedly) I've got the answer! It's that heavy bag of toys Santa carries, IF I WERE SANTA, I'd pack everything in a suitcase with wheels. It's the latest thing in luggage y'know.

CHIEF ELF: (rubbing his chin and thinking for a moment)
I vote we stay up ALL NIGHT and list the ways to make Santa's job easier. That way he's sure to get more sleep.

(Chief Elf grabs pencil and paper. Elves huddle together whispering loudly. Elves look up and see Santa entering rubbing his eyes and yawning. All elves suddenly become very quiet.)

SANTA: (standing with hands on hips and speaking in a loud, clear voice)
My suit is all pressed and my shoes polished bright. I've packed up my bag with the toys made just right! I've hooked up my sleigh to eight tiny reindeer, And shined the red nose that guides me each year! So, IF I WERE AN ELF, I would heed this advice: I'd say "Nighty, Night, Santa" and be quiet as mice!

(Elves walk off stage slowly one by one saying "Goodnight Santa," but the 7TH ELF stays behind for a moment. then walks slowly up to Santa.)

7TH ELF: Y'sure you don't want a pair of NIKES, Santa?

(7th Elf hands Santa a pair of Nikes, then runs off stage. Santa looks at Nikes, shakes his head, starts to chuckle, then takes a bow!)

Lancaster Lebanon Council

Pow Wow Guide 1990

SANTA'S HELP-IN

CAST: SANTA with list and empty sack.
HELPERS, 6 (or more, if desire) with red caps, working tools and toys.
HELPER 'X' (last helper) with green cap.

SETTING: Santa's Workshop, with all 7 helpers busy working on toys and whistling or singing "Jingle Bells." As curtain opens, Santa enters, puzzled, despaired, checking list in his hand.

SANTA: Ho! Ho! Help!
This is an unusual list from the Cub Scouts of Pack (fill in your pack number).
We're running out of time! Good grief! Sakes alive.

(Santa sits down with sack opened, looking very, very sad.)

HELPER 1: I've worked hard on trains;
Have they run out of brains?

HELPER 2: It's clear to see
They don't want trucks from me.

HELPER 3: Surely Santa, you know the score.
That's no ho! ho! Please tell us more.

HELPER 4: I know, great red and white one ... they need a change.
(He rattles coins in his pocket.)

HELPER 5: That's right wise leader. Any new ideas in our "goody range?"

HELPER 6: Shazam! Me thinks the Cubs are tired of toys;
How about more arrow points for those boys?

HELPER X: (Runs across stage, carrying large cardboard shield with arrow points glued on.)
Sock it to 'em Santa!

(He places shield in Santa's sack. All stand and bow together, go off singing "Jingle Bells.")

from Balboa District RT '68

Otetiana Council Pow Wow 1982

DO YOUR BEST

CHARACTERS: CHARLIE BROWN

LINUS,

CUB SCOUTS (As many as 8 and as few as 3.)

CUB 1: This is a great time of year!

CUB 2: It sure is! Snow ... Santa Claus ... presents ... it's all just great.

CUB 3: Well, here comes Charlie Brown and Linus.

3 CUBS: Hi Linus. Hi Charlie Brown.

CUB 4: What's the matter Charlie Brown?

CHARLIE: I was just thinking. All I will probably get for Christmas is rocks! That's all I got at Halloween.

CUB 5: That's not all there is at Christmas.

CUB 6: There's snow.

CHARLIE: That means Lucy will throw snowballs at me!

CUB 7: How about Christmas trees?

CHARLIE: Snoopy knocked mine down!

CUB 8: There's also mistletoe and bells and Christmas carols . . .

CHARLIE: Bells hurt my ears, only my mother wants to kiss me and I can't sing. If that's all Christmas is about, I guess I don't like it much. I wonder if that's all there really is?

LINUS: No, Charlie Brown, there is much more. Let me tell you what Christmas is all about. "... And there were in the same country shepherds abiding in the field, keeping watch over their flock by night. And lo, the angel of the Lord came upon them, and the glory of the Lord shone round about them; and they were so afraid. And the angel said unto them, 'Fear not, for behold, I bring you good tidings of great joy, which shall be to all people. For unto you is born this day in the city of David, a Savior, which is Christ the Lord. And this shall be a sign unto you. Ye shall find the babe wrapped in swaddling clothes, lying in a manger.' And suddenly there was with the angel a multitude of the Heavenly Host praising God and saying: 'Glory to God in the highest, and on earth peace, good will toward men.'"

And that's what Christmas is all about, Charlie Brown.

Otetiana Council Pow Wow 1981

VAUDVILLE SKITS

The next several skits reminded me of the kind of humor that you might have found in an old time vaudeville show. The skits are short, the casts are small and the jokes are corny. So what! They're fun!!

These are best suited to older boys who can remember their lines and who have developed a sense of comic timing. You might want to use several of these skits to include a larger number of boys. They would also work well in a Talent Night format where a number of short acts could replace a single, longer skit.

As always, if you have a better joke, or would like to personalize things, feel free. I didn't write any of these and I wouldn't care if I did!

MISTER BONES

CAST: MR. JONES
MR. BONES
CHOIR, behind Mr. Jones and Mr. Bones with banjos and tambourines

COSTUMES: Boys are dressed like minstrels.)

MR. BONES: Mr. Jones, why does the chicken cross the road?

MR. JONES: To get to the other side. Ha! Ha!

MR. BONES: That's not the reason the chicken crosses the road, Mr. Jones.

MR. JONES: All right, Mr. Bones, why does the chicken cross the road?

MR. BONES: So she can see where she's been.

CHOIR: (Stomp feet, slap hands, laugh, twang banjos, and shake the tambourines.)

MR. JONES: All right, Mr. Bones, why do hens lay eggs?

MR. BONES: I don't know, Mr. Jones, why do hens lay eggs?

MR. JONES: Because if they didn't, they'd break them.

MR. BONES: Mr. Jones, that joke's not what it's cracked up to be.

CHOIR: (Stomp feet, clap hands, laugh, twang banjos, and shake the tambourines.)

MR. JONES: If you had two horses and one of them went to the left and the other went straight ahead. Then the one went to your right and the other turned around and then the one went to the left and the other came back, what would you have?

MR. BONES: I don't know, Mr. Jones, what would you have?

MR. JONES: A lot of horse maneuver. Har de, har, har!

CHOIR: (Stomp feet, clap hands, laugh, twang banjos, and shake the tambourine.)

MR. BONES: Mr. Jones, who was that person I saw you with last night?

MR. JONES: That was no person. That was my mother-in-law.

MR. BONES: Your mother-in-law? I thought it was your father-in-law.

MR. JONES: No, sir, my father-in-law has long hair.

CHOIR: (Stomp feet, clap hands, laugh, twang banjos, and shake the tambourine.)

CHOIR: Sings: While the sexton rang the church bells
Lard was rendered by the choir;
While the preacher preached his sermon,
Someone set the church on fire.
Holy smoke! The preacher shouted
In the rush he lost his hair.
Now his head resembles heaven,
For there is no parting there.

Otetiana Council Pow Wow 1982

JEB AND EBB

No campfire is complete without the two Hillbillies, Jeb and Ebb. Barefoot, jeans and plaid shirt, droopy hats and a bit of wheat or straw sticking out here and there.

EBB: Where ye been, Jeb? I ain't seen you in four years.

JEB: I been off to college learnin' 'bout spellin' and history and triggnometry and such. What have you been up to?

EBB: I opened a pet store back home. Yes sir, you'll have to come and see me sometime standin' there amongst my dumb animals.

JEB: Well, make sure you're wearin' a hat so's I'll recognize you Ebb.

EBB: Why look, there's a bunch of cows over there, Jeb.

JEB: Not a bunch, Ebb, a herd.

EBB: Heard of what, Jeb.

JEB: Of cows, Ebb.

EBB: Of course I've heard of cows, Jeb.

JEB: No, Ebb, I mean a cow herd.

EBB: I don't care iffen he did hear us, Jeb. We was just talkin'.

LOST DOG

CAST: DAVE
 BOB

SETTING: Dave is crying

DAVE: Boo hoo hoo!

BOB: Hey Dave, why are you crying?

DAVE: (still sniffing) I lost my dog

BOB: Maybe he'll come home.

DAVE: No, he won't come home. He's lost.

BOB: Why don't you put an ad in the lost and found column of the newspaper?

DAVE: No. It wouldn't do any good.

BOB: Well, why not?

DAVE: Because my dog can't read!

Greater Cleveland Council Pow Wow 1993

SMART DOG

CAST: TOM
JOHN
John's DOG

TOM: That's a nice dog you have.

JOHN: Thank you. He's nice and he's smart.

DOG: Arf!

TOM: A smart dog, huh? What's his name?

JOHN: Snoop.

DOG: Arf!

TOM: What- kind of dog is he anyway?

JOHN: A police dog.

DOG: Arf

TOM: A police dog? He doesn't look anything like a police dog.

JOHN: Of course he doesn't. He's a police detective in disguise!

DOG: Arf!

NO SKIT

CAST: As many as you wish

SETTING: 1ST Cub walks on stage in tears. He carries on, crying incessantly and blowing his nose.

2ND CUB: (Enters) What's wrong?

1ST CUB: (Whispers in his ear)

(They both cry and carry on.)

3RD CUB: (Enters) What's wrong?

1ST CUB: (Whispers in his ear)

(They both cry and carry on.)

(This continues in the same way with as many Cubs as you need.)

LAST CUB: Why is everyone crying?

ALL: We don't have a skit!!!

Greater Cleveland Council Pow Wow 1993

PAIN IS WHERE YOU FIND IT

CAST: DOCTOR
PATIENT
(Add extras according to the number of boys in den)

SETTING: Doctor's office

DOCTOR: Good morning Mr. Smith

MR. SMITH: (Bending over in pain.)
Oh...Oh...this pain!!!

DOCTOR: Where does it seem to be?

MR. SMITH: In my back. I can't straighten up.

DOCTOR: When did the pain start?

MR. SMITH: This morning when I was getting dressed.

(At this point the Doctor examines Mr. Smith. He can call in other specialists to look at Mr. Smith too.)

DOCTOR: (Bending over and doing something to patients legs.)
There now, try to straighten up.

MR. SMITH: (Flashing a big smile.) Doctor!!! My pain is all gone!!! It's a miracle!!!

DOCTOR: Of course it has ... your suspenders were fastened to your socks.

Greater Cleveland Council Pow Wow 1993

FLEXIBLE AND MISCELANEOUS SKITS

This last group of skits are really just good ways to have fun with your favorite jokes. There is plenty of material here if you're uninspired, or you can add or substitute your own den's material. This is especially fun when you've got a bunch of good sports who don't mind if the group has a few laughs at their expense.

There are also a number of skits that I didn't think fit in elsewhere, or that didn't have enough similar skits to warrant their own section. I hope you enjoy these as much as the previous skits, if not more!

WHAT'S MY HOBBY?

SETTING: Scene opens on a bunch of boys talking about their hobbies. Each, in turn, gets the others to guess what his hobby is by using the “ten-dollar word” to describe it.

(Here are some suggested hobbies and what they are:)

Numismatist - coin collector
Philatelist - stamp collector
Ornithologist - bird watcher
Horticulturist - scientific gardener
Paleontologist - fossil specialist
Fromologist - cheese label collector
You add others!

(End with one boy boasting that his dad collects something, but there isn't any fancy name for it. The others guess all kinds of ridiculous things but finally give up.)

LAST BOY I knew you'd never guess this one! Dad is a BILL COLLECTOR!”

ALL: (in unison) A BILL COLLECTOR!

Otetiana Council Pow Wow 1978

CRAZY COLLECTING

Actors pantomime the different types of collectors as the narrator introduces each one. The narrator may start with something like this:

NARRATOR: Everyone collects things. You collect things, I collect things. Let's take a look at some things other people collect.
(Samples of collectors you might pantomime)

A mother collects dirt
(mother in housework clothes mops across stage)

A coin collector collects coins
(bank robber crosses stage with sack of coins looking around nervously for The Law)

Dogs are among the greatest collectors. They collect FLEAS
(actor dressed as dog rolls across stage scratching)

Now, teachers, they collect papers, of course
(harried teacher runs across with reams of paper spilling out on all sides)

(These are some ideas. You add other “collectors.”)

End with: The greatest collector of them all
(An actor staggers across the stage loaded down with everything from soup to nuts, literally! He can be carrying a washing machine part and dragging a car fender. Let your imagination go! A big sign on him reads: “Junk Man.”)

Otetiana Council Pow Wow 1978

HAPPINESS IS - MISERY IS

- CAST:** 2 to 8 Cub Scouts, or more
(Cubs alternate; first boy says: "HAPPINESS IS...", second boy says : "MISERY IS...")
- PROPS:** Hold up cards or cardboard cutouts (painted) of smiling and sad faces that boys can make themselves.
- 1ST CUB:** HAPPINESS IS...Hearing your Dad has won an all expense paid trip to Hawaii.
- 2ND CUB:** MISERY IS...when you find out that the trip is for two and you have to stay home with a baby-sitter.
- 1ST CUB:** HAPPINESS IS...When your Dad drives you to school in his brand new car and all your friends are there to see you.
- 2ND CUB:** MISERY IS...When you get out and the door falls off and lands on your toes.
- 1ST CUB:** HAPPINESS IS...When your Mom takes you and your friends for a ride in her new convertible with the top down.
- 2ND CUB:** MISERY IS...When it starts to rain cats and dogs and the top won't go up.
- 1ST CUB:** HAPPINESS IS...When you're flying in outer space in a big space ship and you are in command.
- 2ND CUB:** MISERY IS...Waking up with a big headache after you've fallen out of bed from the top bunk.
- 1ST CUB:** HAPPINESS IS...Getting to do it yourself - build your own motorcycle kit and your Dad is going to help you put it together.
- 2ND CUB:** MISERY IS...Opening the box and finding the instructions written in Japanese.
- 1ST CUB:** HAPPINESS IS...Getting a bike for your birthday.
- 2ND CUB:** MISERY IS...When you find it has three wheels.

GOING PLACES

This is a question and answer skit for up to 9 Cubs. Two sets of answers are given and should be used according to whether you wish the skit to be serious or silly. A cub can read each riddle and another cub may answer, or the audience can be asked to guess the answer.

- QUES 1. I can run fast. I have four legs. My fuel is oats. Last year a friend of mine won the Kentucky Derby. What am I?
- Ans. A horse.
Ans. 2 Oatmeal eating cubs who have a horse for a friend.
- QUES 2. I run on boy power. I run on the streets, never on sidewalks. I have two wheels. I have spokes and peddles. What am I?
- Ans. A bike.
Ans. 2 Two unicycles.
- QUES 3. I have 2 wheels. I have a roll bar. My pedals are as high as the seat. I have a lot of chrome. What am I?
- Ans. A motorcycle.
Ans. 2 "Souped-up" unicycles.
- QUES 4. I have 4 wheels. I usually have an air cooled rear engine. You can spot me on sight. I run on sand. What am I?
- Ans. A dune buggy.
Ans. 2 A unique Volkswagen that ran off the road in the desert.
- QUES 5. I have a horn. I have two bright eyes. I have 4 wheels. I run on the street. What am I?
- Ans. A car.
Ans. 2 A unicorn on wheels on a highway.
- QUES 6. My horn goes toot-toot. My engine goes Choo-Choo. I don't always have the same number of parts. What am I?
- Ans. A train.
Ans. 2 A Cadillac with a problem.
- QUES 7. I fly through the air with the greatest of ease. I have a nose and 2 big wings. What am I?
- Ans. A plane.
Ans. 2 A trapeze artist with wings.
- QUES 8. Sometimes I am self-propelled. Sometimes you have to help me. I skim over the water with various speeds. What am I?
- Ans. A boat.
Ans. 2 A beginning water skier.
- QUES 9. I could go right through your ceiling if I could fit in your house. I'm going to the moon to find some cheese. What: am I?
- Ans. A rocket.
Ans. 2 A hungry, two-ton mouse.

THE ECHO

CAST: CUB SCOUTS
DEN LEADER
ECHO (offstage)

SETTING: The Den approaches Echo Point.

DEN LEADER: This is Echo Point. Anything you shout will echo throughout the whole valley.
(He demonstrates with a loud yell.)
Hello

ECHO: HELLO...Hello...hello

(Each one of the Cubs takes a turn at it, shouting or singing something. The echo always repeats it.)

LAST CUB: Our Den Leader
(or other person)

ECHO: OUR DEN LEADER ...Our Den Leader ... our den leader

LAST CUB: Is the Greatest!

ECHO: BALONEY ... Baloney ... baloney

Greater Cleveland Council Pow Wow 1993

STIFF NECK

CAST: SEVERAL CUB SCOUTS

1ST CUB: (Enters, looking up at the sky.)

2ND CUB: (Enters, looks at the first person who is still looking at the sky, and then also looks up at the sky.)

NEXT CUBS: (Enter, one by one, look at the first person who is still looking at the sky, and then they too look up at the sky.)

(This continues for a while until all but 2 CUBS are standing around looking at the sky.)

NEXT-TO-LAST CUB: (Enters, looks at the previous people who are still looking up at the sky, and then he too looks up at the sky)

LAST CUB: (To NEXT-TO-LAST CUB)
What are you looking at?

(NEXT-TO-LAST-CUB, in turn, asks the person ahead of him the same question and it goes on up the line until it reaches the 1ST CUB.)

1ST CUB: I'm not looking at anything. I have a stiff neck.

Greater Cleveland Council Pow Wow 1993

LOST MONEY

CAST: Several CUB SCOUTS

SETTING: 1st Cub is circling around and looking down at the ground.

2ND CUB: What are you doing?

1ST CUB: I dropped my money and I'm looking for it.

2ND CUB: Well, I'll help you look

(Other Cubs come up one at a time and ask him what he is doing. He tells them he lost his money and they agree to help look. Eventually there are several boys circling around looking for the money on the ground.)

LAST CUB: What are you doing?

1ST CUB: I'm looking for the money I lost.

LAST CUB: Where did you lose it?

1ST CUB: Down the street by those houses.

LAST CUB: Then why are you looking for it here?

1ST CUB: Because this is where the street light is.

Greater Cleveland Council Pow Wow 1993

IS IT TIME YET?

CAST: As many Cubs as you have.

SETTING: The Cubs are lying on the ground, on their left side, using their left arm as a pillow, the right stretched over the next person's shoulder.

(Both questions and answers are repeated singly by each person up and down the line.)

1ST CUB: "Is it time yet Paw?
(Question is repeated up the line, one Cub at a time.)

LAST CUB: Not yet son.
(Answer is repeated down the line, one Cub at a time.)

1ST CUB: Is it time yet Paw?
(Question is repeated up the line, one Cub at a time.)

LAST CUB: Not yet son.
(Answer is repeated down the line, one Cub at a time.)

1ST CUB: I really think it's time now Paw.
(Question is repeated up the line, one Cub at a time.)

LAST CUB: Not quite yet son.
(Answer is repeated down the line, one Cub at a time.)

(Finally it's time. Paw passes the message

LAST CUB: It's time, is everybody ready?

1ST CUB: Yes Paw!
(Answer is repeated up the line, one Cub at a time.)

(Then in unison, they all turn to face to lay on their right sides, each using his right arm as a pillow and placing their left arm across the next person's shoulders.)

RUN-ON SKITS

BOY: (Comes on stage with a stick in his hand. He puts the point of the stick down on the floor, picks it up, puts it down in another place.)

CUBMASTER: What are you doing?

BOY: Oh, I'm just stickin' around.

BOY: (Runs on stage with his hands grasping his waist. He yells:)
Help! It's all around me. It's all around me. Help!

CUBMASTER: What's all around you?

BOY: My belt!

BOY: (Comes on stage carrying a wooden case)

CUBMASTER: What are you doing now?

BOY: I'm taking my case to court.

SAME BOY: (Returns on stage later in the program. This time he's carrying the case on top of his head.)

CUBMASTER: What are you doing now?

BOY: I'm taking my case to a higher court.