

## Skits

### Bubblegum Skit

Equipment: Chair

Personnel: 4-8 scouts

Scout walks on stage, sits down while pretending to chew gum. He takes his pretend gum out of his mouth, sticks it to the back of the chair, and then walks off.

Next scout jogs on stage looking tired. He leans on the back of the chair with his hands and finds the gum on his hand. With a disgusted look, he wipes it off his hand onto the chair seat and leaves.

Next scout comes out and sits on the chair. After a few seconds, he tries to get up and notices the gum has stuck to him. He peels it off and throws it to the ground and leaves.

Next scout walks across and steps on the gum, getting his foot stuck. He sits and peels it off his shoe. He looks around and decides to stick it to the back of the chair.

First scout returns, sits down, reaches back and finds his gum still there. Happy, he pops it in his mouth, starts chewing and walks off stage.

### Echos in the Woods

Personnel: 2 Scouts, 1 Leader

Scene: One scout needs to hide outside the door to the room or in the dark away from the campfire

**Leader:** I was reading on the Internet the other day that many (wooded areas or rooms) like this one may have strange ECHOing capabilities. If you shout in just the right direction, the sounds can bounce around off the (trees/hills/walls) and come back. I've asked (name) here to give me a hand in an experiment.

**Leader:** (name), could you please shout something out in that direction (points away from where other scout is hiding)

**Scout:** HELLO!

**Leader:** Hmm, not that way. Let's try this direction. (points in the direction where the scout is hidden)

**Scout:** HELLO!

**Echo:** HELLO! Hello! hello.

**Leader:** Wow! It works! Hey, (name), yell something else out there.

**Scout:** HORSE MANURE!

**Leader:** Hey! That's not very nice. We don't use such language here (name). Try something nicer please.

**Scout:** Ok, Ok, sorry. (pause) (Leader's Name) is the best!

**Echo:** HORSE MANURE! Horse Manure! horse manure!

## **BSA Emergency Alert System**

Personnel: 6-10 Cub Scouts

Practice the Beeeeps! So they start and stop when they should so the punch line doesn't drag on too long.

All Scouts stand in line except for lead scout. He stands off to side of line.

**Leader:** For the next ten seconds we will conduct a test of the BSA emergency broadcast system.  
(line of scouts all make Beeeeeeeeeeeeeeeeeeeeeeep sound until the leader raises his hand)

**Leader:** Thank you. This concludes the test of the BSA emergency broadcast system. Had this been an actual emergency you would have heard.....  
(line of scouts scream in panic and run around)

## **Pulling and Pushing Rope Skit**

Equipment: 2 ropes – 1 with a long stiff wire pushed through the center of it, 1 long rope

Personnel: 3 scouts

One scout takes center stage and begins explaining the next skit or announcement and the next scout enters with plain rope.

**Scout 1:** What are you doing?

**Scout 2:** Pulling a rope.

**Scout 1:** Why?

**Scout 2:** You don't expect me to push it do you?

Scout 2 exits and scout 3 enters while scout 1 proceed to explain the announcement

**Scout 1:** What do you think you are doing?

**Scout 3:** Pushing a rope around of course. Anyone can Pull a rope, but it takes real skill to PUSH one!

Scout 1 can chase Scout 3 off stage.

## **Yaputcha**

Personnel: 5 Scouts

Indian Chief is sitting Center Stage.

Each brave approaches the Chief in turn.

**Brave:** Chief Lightfoot, is it time for Yaputcha?

**Chief:** (looks at sun, drops some dirt to check wind, sniffs the air...) No, the time is not right.  
(the braves sit in a circle which includes the chief after approaching the chief)

(Finally when the last brave asks the chief and the chief checks things out.....)

**Chief:** Yes, it is now time for Yaputcha!

Everyone cheers, stands up, and begins the hokey-pokey. Yaputcha right foot in, Yaputcha right foot out, Yaputcha right foot in and shake it all about.....