# Skit Book

All skits were found on the internet or from other friends in Scouting. Some have been tweaked to comply with Scouting America rules. Remember that some of the old greats can be tweaked to comply. Use that Scout ingenuity!

## **Skits**

- 1) The Invisible Bench
- 2) Drip Drip Drop
- 3) The Lost Wallet
- 4) The Magical Changing Stick
- 5) The Echo Canyon
- 6) The Scout Barber Shop
- 7) The Talking Dog
- 8) The Invisible Rope
- 9) The Scout Doctor's Office
- 10) The Ladder of Success
- 11) The Knot Specialist
- 12) The World's Most Interesting Scoutmaster
- 13) The Stuck Tent Zipper
- 14) The Lost and Found
- 15) The Robotic Scout
- 16) The Magic Handkerchief
- 17) The World's Most Unusual Backpack
- 18) The Scout's New Uniform
- 19) The Shortcut
- 20) The Time-Traveling Scout
- 21) The Scout Telemarketer

# "The Invisible Bench" Skit

### Cast:

- 4+ Scouts
- (Optional) Narrator to introduce the skit

## Setup:

• Scouts are arranged in a line, "sitting" on an imaginary bench. Each Scout mimics sitting, with knees bent as though they're perched on a bench.

## Script:

**Scout 1:** Ah, I just love this invisible bench! So comfy and spacious. (Gestures as though patting the bench.)

**Scout 2:** Totally agree! Who needs real benches when this one's perfect? (Adjusts position slightly, still "sitting.")

Scout 3: I've been coming to sit on this invisible bench for years—it's always been here!

Scout 4 (walking by): Hey! What are you all doing?

**Scout 1:** What's it look like? We're sitting on the invisible bench!

**Scout 4:** The invisible bench? Oh, I moved that over *there* this morning! (Points to a different spot dramatically.)

All Scouts on the bench (react in sync): WHAAAAAAT?! (Pretend to fall down, crashing into each other.)

**Audience Reaction:** The group's synchronized "fall" and over-the-top expressions usually get a big laugh!

# **Skit Rating and Comments**

Rating

# "Drip Drip Drop" Skit

### Cast:

- 5+ Scouts (1 Narrator and 4+ participants)
- Due to BSA rules scouts are not allowed to put water on other scouts.

## Setup:

• The Narrator explains the "scientific experiment" happening, while participants sit in chairs in a straight line, close together, facing the audience.

## Script:

**Narrator (dramatically):** Ladies and gentlemen, today we present the story of what happens when four people sit under a leaky roof during a rainstorm. Watch closely!

**Scout 1 (pretending to feel a drip):** Uh-oh, I just got a drip on my head! (Uses their hand to "wipe" an imaginary drop and passes the gesture to Scout 2.)

**Scout 2 (reacts to the gesture):** Yikes! Me too! (Repeats the "wipe" gesture and passes it on to Scout 3.)

**Scout 3 (dramatically):** It's raining even harder now! (Mimics being drenched and passes the action to Scout 4.)

**Scout 4 (looks annoyed):** I'm soaked! Someone better fix that roof! (Pretends to shiver or wring out clothes.)

**Narrator (grinning):** Let me show you how we REALLY fix it! (Pretends to grab a water bucket and pretends to gently "drip" water from the small cup on the Scouts' heads, one by one.)

All Scouts (overacting): AHHH! STOP THE DRIP! WE'RE FLOODING!

**Ending Tip:** The Narrator can add a humorous twist, like pretending to "miss" and pour water on themselves or the audience (just a tiny splash!). Keep it light, funny, and interactive!

# **Skit Rating and Comments**

Rating

Comments.

# "The Lost Wallet" Skit

## Cast:

- 5+ Scouts (1 Wallet Owner, 1 Honest Scout, and at least 3 "Finders")
- (Optional) Narrator to set the scene

## Setup:

• The Wallet Owner "loses" their wallet in a public place. The Honest Scout observes, while the Finders take turns reacting to the situation.

## Script:

**Narrator (optional):** Ladies and gentlemen, tonight we present a tale of honesty, good deeds, and the peculiar ways people react when they find a wallet.

**Wallet Owner (walking in, patting pockets):** Oh no! I've lost my wallet! What will I do? (Pretends to panic and walks away.)

**Finder 1 (picks up the wallet):** Wow! A wallet! I'm rich now! (Pretends to count imaginary cash, pockets the wallet, and sneaks offstage.)

**Finder 2 (picks up another imaginary wallet):** Aha! A wallet! (Looks around sneakily.) I'll keep it, but only after I treat myself to a big pizza first! (Runs offstage.)

**Finder 3 (picks up the wallet, looks around nervously):** Hmm, a wallet... Maybe I'll hold on to it, just in case the owner doesn't come back. (Shrugs and wanders off.)

Honest Scout (walks over, finds the wallet): Oh, someone lost their wallet! I'll make sure to turn it in so it can get back to its owner. (Steps forward and announces loudly.) Excuse me! Did anyone lose a wallet?

Wallet Owner (runs back excitedly): That's mine! Thank you so much!

Honest Scout (hands over the wallet): Here you go! Always happy to help.

**Narrator (steps forward, if used):** And there you have it, folks—a little reminder to always do the right thing and live by the Scout Law. Trustworthy, Loyal, Helpful—you know the rest!

# **Skit Rating and Comments**

Rating

# "The Magical Changing Stick" Skit

#### Cast:

- 3+ Scouts (1 Wizard, 2+ Participants)
- A stick or branch as the "Magical Stick" (simple prop)

**Setup:** The Wizard enters dramatically, holding the stick, and claims it has magical powers. Other Scouts interact with the stick, showcasing its "magic" in comical ways.

### Script:

**Wizard (enters dramatically):** Behold! I have discovered the most powerful object in the world—the Magical Changing Stick! It can transform anyone into whatever they desire! Who dares to try it first?

Participant 1 (steps forward skeptically): Magical? Ha! I don't believe it. Prove it can do something amazing!

Wizard (waves the stick): Abracadabra! Zippity-zip! You shall now become... a chicken!

Participant 1 (starts clucking, flapping arms like a chicken, and acting silly): Bawk bawk! Bawk bawk! It's amazing—I'm a chicken! (Keeps clucking as they exit the stage.)

Participant 2 (rushes in excitedly): Turn me into something cool, like a superhero!

**Wizard (waves the stick again):** Hocus pocus, kazam kaboom! You're now... a superhero!

Participant 2 (strikes heroic poses, pretends to fly, and makes dramatic sound effects): Pow! Bam! I'm saving the day! (Acts out a quick heroic scene before exiting.)

Participant 3 (steps forward nervously): Uh... can you make me really smart?

**Wizard (waves the stick with exaggerated flair):** Intellectibus Maximus! You're now the smartest person in the world!

Participant 3 (adjusts "glasses" and speaks in an exaggerated intellectual tone): Ah, yes. According to my calculations, this stick is actually a branch from the species *Magnifica Ridiculosa*! (Over-explains something silly and exits.)

#### **Final Twist:**

**Wizard (looks at the stick and smirks):** And now... I'll use the magical stick on myself! (Waves it dramatically.) I shall become the most powerful wizard of all time!

(Nothing happens. Wizard looks confused, taps the stick, and waves it again. Still nothing.)

Wizard (sheepishly): Uh... I guess the magic wore off. (Shrugs, bows, and exits.)

Rating

## "The Echo Canyon" Skit

### Cast:

- 3 or more Scouts
- (Optional) Narrator to set the scene

### Setup:

 The stage is set as "Echo Canyon," where voices bounce back in mysterious and funny ways.

### Script:

**Narrator (if used):** Welcome to Echo Canyon, where every sound has a mind of its own! Let's see what happens when our Scouts explore this magical place.

Scout 1 (standing alone): Wow, Echo Canyon! Let me test it out. (Yells loudly.) HELLOOOOO!

Scout 2 (hidden or offstage, as the "echo"): HELLOOOOO!

Scout 1 (surprised): That's awesome! Let's try this. HOW ARE YOUUUU?

Scout 2 (as the echo): HOW ARE YOUUUU?

Scout 1 (excited): I'M DOING GREATTTT!

Scout 2 (the echo, changes tone): I'M DOING EVEN BETTER!!

**Scout 1 (confused, but chuckles):** Huh, weird echo! Let's try something else. WHO STOLE MY LUNCH?

Scout 2 (as the echo): YOU STOLE MY LUNCH!

Scout 1 (pretends to panic): What?! That's not how echoes work!

**Scout 3 (another Scout enters, carrying food):** Hey, who's yelling? I'm trying to eat my sandwich over here! (The sandwich is imaginary.)

# **Skit Rating and Comments**

Rating

# "The Scout Barber Shop" Skit

#### Cast:

• 4+ Scouts (1 Barber, 1 Customer, and 2-3 Assistants)

### Props:

- A chair for the "barber shop"
- Towel or cape (to pretend as a barber's cape)
- Over-the-top tools: big comb, fake scissors, spray bottle (not allowed to use actual water), etc.

### Setup:

• A Scout enters the "barber shop," looking for a haircut. The Barber and Assistants deliver a hilariously unusual experience.

### Script:

**Barber (standing near a chair):** Welcome to the Scout Barber Shop, where a good haircut is always an adventure! Take a seat!

Customer (sits nervously): Um, okay, but make it quick. I just need a simple trim.

Barber (grinning): Simple trim? Sure thing! (Turns to the Assistants.) Team, grab the tools!

Assistants (enter with ridiculous props): Comb ready! (Brandishes an oversized comb.) Scissors ready! (Holds pretend scissors.) Water spray ready! (Pretends to test a spray bottle, accidentally "spraying" the Barber.)

Barber (pretending to be soaked): Careful! Okay, let's begin.

### Barber and Assistants (proceed with dramatic antics):

- Comb wildly, as if styling a masterpiece.
- Pretend to snip with exaggerated hand movements.
- Use "spray bottle" liberally, pretending to drench the Customer.
- Make silly comments, e.g., "Ah, perfect! A modern masterpiece!" or "You'll be the talk of the troop!"

**Customer (reacts with increasing confusion):** Are you sure you know what you're doing?! This feels... strange!

Barber (revealing a pretend mirror): All done! Ta-da! You look fabulous!

Customer (screams or faints dramatically): What have you done?!

Rating

# "The Talking Dog" Skit

### Cast:

- Scout 1: Dog Owner
- Scout 2: Dog (on hands and knees, wearing dog ears or a collar for effect)
- Scout 3+: Curious Bystanders

**Setup:** The Dog Owner and their "talking dog" encounter a group of curious Bystanders.

Script:

**Scout 1 (walking with the Dog):** Ladies and gentlemen, step right up! Meet the only talking dog in the world!

Scout 3 (Bystander): A talking dog? Yeah, right. Prove it!

**Scout 1 (confidently):** Oh, my dog is smarter than you think. Watch this! (Turns to the Dog.) What's on top of a house?

Scout 2 (Dog, barking): Roof! Roof!

**Scout 3 (rolling eyes):** Pfft, anyone can make a dog bark. That's not talking.

Scout 1 (ignoring them, asks another question): What's the opposite of smooth?

Scout 2 (Dog): Ruff! Ruff!

**Scout 3 (still unimpressed):** That's just silly. Got anything better?

Scout 1 (smiling): Okay, one more. Who's the greatest baseball player of all time?

Scout 2 (Dog, loudly): Ruth! Ruth!

Scout 3 (shaking their head): This is ridiculous. I'm out of here. (Walks away.)

Scout 1 (watching them leave, disappointed): Well, that didn't go as planned.

**Scout 2 (Dog, turning to Scout 1):** Maybe I should've said Hank Aaron.

# **Skit Rating and Comments**

Rating

# "The Invisible Rope" Skit

### Cast:

- 2 Scouts (pulling an "invisible rope")
- 1 or more Scouts or leaders (playing the unsuspecting passersby)

**Setup:** Two Scouts stand at opposite sides of the stage, miming that they are holding a rope stretched across a path. Passersby interact with the "rope," leading to humorous moments.

## Script:

**Scout 1 (holding one end of the invisible rope):** Hold tight! This rope is super strong—it won't snap!

Scout 2 (on the other side, pretending to pull): Don't let go! This is the strongest invisible rope in the world!

Passerby 1 (walking onto the stage, looking confused): Uh... what are you two doing?

**Scout 1:** Careful! You'll trip over the rope!

**Passerby 1 (confused, steps over the "rope" cautiously):** Oh! Sorry about that! (Shakes their head as they walk away, bewildered.)

Passerby 2 (enters with confidence, ignoring the Scouts): What rope? There's nothing there! (Walks directly into the "rope" and stumbles dramatically, pretending to fall.)

Scout 2: We warned you! This rope is no joke!

Passerby 2 (grumbling as they exit): Fine, fine. Next time, put up a sign or something!

### **Final Twist:**

Scout Leader or final Passerby (enters with scissors or a "stick"): Invisible rope, huh? Let's see about that! (Pretends to cut or break the rope.)

**Scout 1 (acting shocked):** You broke it! Now we'll never get it fixed!

Scout 2 (pretends to cry): That was our favorite invisible rope!

All Scouts (dramatically and together): WHY?!

Rating XXXXXX

## "The Scout Doctor's Office" Skit

#### Cast:

- Scout 1: Doctor
- Scout 2: Patient
- Scout 3+: Assistants or "equipment"

**Setup:** The scene is set in a "doctor's office," where a Scout comes in with an unusual problem. The Doctor and Assistants work together to solve it in a humorous way.

## Script:

Patient (enters holding their head or arm, pretending to be in pain): Doctor, doctor! You've got to help me. Something's wrong with me!

**Doctor (looking concerned):** Oh no, what seems to be the problem?

Patient (speaking dramatically): My head feels funny, and I hear strange noises!

**Doctor:** Strange noises, you say? Let's take a look. Nurse! Bring me the special "Scout Scanner."

**Assistant (enters holding an imaginary or silly-looking "scanner"):** Here you go, Doctor! (Pretends to hand over the scanner.)

Doctor (moves the "scanner" around the Patient's head, making beeping sounds): Beep! Beep! Aha! Just as I suspected... Scoutitis! A serious case of Scouting fever!

Patient (panicking): Scoutitis? Is it contagious? What should I do?

**Doctor (grinning):** Not to worry—it's easily cured with some Scout Spirit! Nurse, bring in the Scout Spirit Sprayer!

Assistant (enters with an imaginary sprayer, mimicking spraying the Patient): Scout Spirit, coming right up! Pshh! (Makes dramatic spraying sounds.)

**Patient (instantly standing tall and happy):** Wow! I feel great! I'm ready to hike, camp, and earn more merit badges!

**Doctor:** There you go! Remember, Scoutitis isn't so bad—as long as you have plenty of Scout Spirit!

All Scouts (together, waving): And a good Scout is always prepared!

Rating

# "The Ladder of Success" Skit

#### Cast:

- 4+ Scouts (1 Narrator, 1 Climber, and 2-3 Assistants)
- A prop ladder or an imaginary one works fine!

**Setup:** The skit symbolizes climbing the "ladder of success," with humorous and exaggerated obstacles along the way. Scouts aren't allowed to climb a ladder so they could pretend to climb a ladder or have a figure that represents a Scout climbing a ladder.

### Script:

**Narrator (speaking to the audience):** Tonight, we present the brave journey of a Scout climbing the Ladder of Success. It's not an easy climb, but with determination and Scout Spirit, anything is possible!

Climber (pretending to climb an invisible ladder or using a ladder prop): Okay, here I go! Climbing the Ladder of Success! (Begins climbing slowly.)

Assistant 1 (holding a "test paper" or clipboard): Wait! You can't go any higher until you pass this test. (Pretends to give a ridiculously simple test question, like, "What's 1 + 1?")

Climber (answers dramatically): Two!

**Assistant 1:** Correct! You may continue.

Climber (climbs higher but stops when Assistant 2 appears): Another obstacle? What now?

Assistant 2 (holds a spoon and pretends to cook): You can't move up until you've mastered the art of cooking campfire chili!

**Climber (mimics stirring a pot):** Campfire chili? Easy! (Pretends to taste it, looks proud.) Done!

Assistant 2: Well done! Climb on!

Climber (climbs higher, panting): This is tougher than I thought!

**Assistant 3 (holding a map):** Not so fast! Let's see your navigation skills. What's the best route to... (names an absurd destination, like "a flying spaghetti monster's lair")?

Climber (pretends to think hard, then points): That way!

**Assistant 3:** Correct! Proceed to the top.

Climber (finally reaches the top and cheers): I did it! I climbed the Ladder of Success!

**Narrator:** And so, our brave Scout shows us that with a little hard work, creativity, and Scout Spirit, anyone can climb the Ladder of Success!

All Scouts (together, bowing): Always be prepared!

Rating

# "The Knot Specialist" Skit

#### Cast:

- Scout 1: Customer
- Scout 2: Knot Specialist (wearing a silly hat or glasses for comedic effect)
- Scout 3+: Assistants or Demonstrators

**Setup:** Scout 1 enters a shop looking for someone to teach them how to tie knots. The Knot Specialist and their assistants overcomplicate the process, leading to humorous outcomes.

## Script:

Scout 1 (enters, looking confused): Excuse me, is this the Knot Specialist shop?

**Scout 2 (standing proudly, surrounded by "knotted ropes"):** You've come to the right place! I'm the world's greatest Knot Specialist. What can I do for you?

**Scout 1:** I need help learning how to tie a bowline knot.

**Scout 2:** Ah, the bowline! A classic choice. Assistants, bring out the supplies!

Assistants (enter with exaggerated items, like a hula hoop, garden hose, or giant shoelaces): Here you go, boss!

**Scout 2 (examines the items):** Perfect! Now, watch closely. First, you take the end of the rope and... make a sandwich.

Scout 1 (confused): A sandwich?

Scout 2 (nods seriously): Yes, it's vital for knot strength. Peanut butter works best.

**Assistant 1:** Don't forget to toast the bread!

Scout 1 (more confused): Are you sure this is how you tie a bowline?

**Scout 2:** Of course! After the sandwich, you twirl the rope around three times while hopping on one foot.

Assistant 2 (demonstrates wildly): Like this!

Scout 1: This doesn't make any sense!

Scout 2 (ignoring them): Finally, you sing the Knot Song. Assistants, ready?

All (sing terribly off-key): \( \int \) "Over, under, loop-de-loop, tie it tight and give a whoop!" \( \int \)

Scout 1 (frustrated): I don't think this is how you tie a bowline!

Scout 2 (shrugs): Well, it works for us. Good luck!

Rating

# "The World's Most Unique Scoutmaster" Skit

#### Cast:

- Scoutmaster (played humorously, not seriously)
- 4+ Scouts

**Setup:** The Scoutmaster is preparing the troop for an outing but keeps giving hilariously bad advice. Scouts follow along, creating a chaotic but funny scene.

## Script:

**Scoutmaster (addressing the Scouts):** All right, Scouts! As your Scoutmaster, it's my job to prepare you for success. Let's start with packing for a hike. What do you all think we need?

Scout 1: Food?

**Scoutmaster:** Wrong! You only need a jar of pickles. Pickles have all the nutrients you'll ever need!

Scout 2: What about water?

**Scoutmaster:** Who needs water when you can drink the morning dew off leaves? You can use your socks as a sponge!

Scout 3 (hesitant): Um... maybe a map?

**Scoutmaster:** Maps are overrated! Just follow the stars! (Points to the sky, even if it's daytime.) They'll guide you perfectly. Unless it's cloudy... then you're on your own.

Scout 4: What if it rains?

Scoutmaster: No problem! Just wear a hat made of tin foil. It's waterproof and fashionable!

Scout 1 (pulls out an umbrella): What about this?

**Scoutmaster (shocked):** An umbrella? In the great outdoors? That's way too practical! Real Scouts get wet and dry off by running really fast.

**Scout 2 (nervously):** Uh... are you sure you're a real Scoutmaster?

**Scoutmaster:** Of course! I even earned the Not-Tying Badge! (Have a paper badge with NOT on it.)

Scout 3 (confused): Don't you mean Knot-Tying Badge?

**Scoutmaster:** Nope. The *Not-Tying Badge*! It's when you avoid tying knots at all costs. Why tie something when you can use duct tape instead?

All Scouts (look at each other and shake their heads): This is how we know we have the most Unique Scoutmaster.

**Scoutmaster (dramatically):** What?! Why yes, I'm the best Scoutmaster there ever was! (*Proudly displays their NOT-Tying Badge as they exit dramatically off the stage.*)

# **Skit Rating and Comments**

Rating

# "The Stuck Tent Zipper" Skit

#### Cast:

- Scout 1: Camper with the stuck zipper
- Scout 2: Helpful Scout
- Scout 3+: Various "helpers" (each with a unique idea for solving the problem)

**Setup:** Scout 1 is sitting near a tent, struggling with a stuck zipper. Other Scouts take turns offering increasingly silly and exaggerated solutions to fix the zipper.

## Script:

**Scout 1 (tugging at the zipper):** Oh no! My tent zipper is stuck, and I can't get it open! What am I going to do?

**Scout 2 (walking in):** What's the problem, buddy? A stuck zipper? No worries—I'll fix it! (Tugs dramatically, but the zipper doesn't budge.) Uh... I think we need more help!

**Helper 1 (enters confidently with a toolbox):** Stand back! I'm a zipper repair expert. Let me try my wrench! (Pretends to use a wrench, fails, and shrugs.) Hmm... maybe it's tougher than I thought.

**Helper 2 (enters carrying duct tape):** If it's stuck, just tape it up! Duct tape fixes everything! (Pretends to tape the tent shut, making the problem worse.)

**Helper 3 (enters with a cooking pot):** Have you tried boiling the zipper to loosen it? (Pretends to pour "boiling water" on the tent, causing Scout 1 to jump away.)

**Scout 1 (frustrated):** Boiling water? That's not helping! Definitely NOT safe!

**Helper 4 (enters with a feather duster):** I heard zippers love to be tickled! (Tickles the zipper while everyone stares in disbelief.)

**Scout 2:** None of this is working! What now?

**Scout 5 (enters calmly with a pair of pliers):** Why don't we just gently use pliers to pull it loose?

Scout 1 (excited): Pliers? That might actually work!

Scout 5 (pretends to fix the zipper): There you go—good as new!

Scout 1: Wow, thanks! Next time, I'm coming to you first!

All Scouts (together): Always be prepared—even for stuck zippers!

Rating

# "The Lost and Found" Skit

#### Cast:

- Scout 1: The one with the lost item
- Scout 2: Helper at the "Lost and Found" desk
- Scout 3+: Various people "returning" items

**Setup:** Scout 1 approaches a "Lost and Found" desk to locate a missing item. A series of ridiculous and unexpected "found" items are offered instead.

## Script:

**Scout 1 (nervously approaching the desk):** Excuse me, I think I lost something. Can you help me find it?

**Scout 2 (confidently):** You've come to the right place! This is the best Lost and Found desk in town. What did you lose?

Scout 1: I lost my... (pauses dramatically) hiking boot!

**Scout 2 (nods):** Got it. Let me take a look. (Pretends to rummage around under the desk or in a box.) Aha! Is this it? (Pulls out something totally ridiculous, like a kitchen spatula.)

Scout 1 (confused): Uh... no. That's not my hiking boot.

**Scout 2:** Oh, silly me. Let's try again! (Rummages more, pulling out something even weirder, like a rubber chicken.) Is this it?

**Scout 1 (laughing):** That's not even close!

**Scout 3 (walks up holding a random item):** Hey, I found this sock in the campfire. Does it belong to anyone?

Scout 2: Perfect! We'll add it to the collection. (Place it in the pile and keep looking.)

**Scout 4 (walks in with an armful of items, shouting):** Hey! I found an inflatable banana, a broken flashlight, and a soggy s'more. Any of these yours?

Scout 1 (exasperated): No! I'm looking for my hiking boot!

Scout 2 (triumphantly pulls out a completely oversized or tiny shoe): Aha! Here's your hiking boot!

Scout 1 (facepalms dramatically): That's a clown shoe!

Scout 2 (shrugs): Well, close enough. Who needs matching footwear anyway?

All Scouts (together): Always check the Lost and Found—it's full of surprises!

Rating

## "The Robotic Scout" Skit

#### Cast:

- Scout 1: Inventor/Scientist
- Scout 2: The "Robotic Scout" Could have multiple "Robotic Scouts"
- Scout 3+: Assistants or Campers (optional)

**Setup:** Scout 1 introduces their "latest invention," a robotic scout programmed to perfectly follow Scout laws and execute commands. However, the robot ends up hilariously misinterpreting everything.

### Script:

**Scout 1 (standing proudly):** Ladies and gentlemen, gather around! I present to you the greatest invention in Scouting history—the Robotic Scout 3000! It's programmed to be the ultimate Scout: trustworthy, loyal, helpful, and ready to take orders! Watch this!

**Scout 2 (enters stiffly, walking robotically):** Beep-boop. I am the Robotic Scout. Ready for commands.

**Scout 1:** Okay, Robotic Scout! Let's start with something simple. Set up a tent!

**Scout 2 (robotically):** Setting up tent... (Pretends to wrap themselves in a sleeping bag instead.) Task complete. Tent is ready!

Scout 1 (facepalming): No, no, that's not a tent! Let's try again. Light the campfire!

**Scout 2 (walks stiffly to an imaginary fire pit):** Lighting campfire... (Starts dramatically rubbing two sticks together, making ridiculous "fire" noises like "whoosh!") Task complete. Fire is roaring!

**Scout 1 (shaking head):** That's not a fire either! Okay, try this—cook dinner!

**Scout 2 (pretends to gather random items like a shoe or a hat):** Cooking dinner... (Pretends to stir the "meal" and then presents it to Scout 1.) Task complete. Dinner is served!

**Scout 1 (laughing and holding nose):** That's not dinner—that's disgusting! I think this robot needs some fine-tuning.

**Scout 2:** Fine-tuning... Initiating dance mode. (Starts dancing robotically to imaginary music.)

All Scouts (laughing and clapping): Beep-boop! Dance party!

Rating

# "The Magic Handkerchief" Skit

#### Cast:

- Scout 1: The "Magician"
- Scout 2: The "Helper"
- Scout 3+: Audience Members or Assistants (optional)

### Props:

- A handkerchief or scarf
- A pretend cup of water
- (Optional) A dramatic magician's cape or hat for Scout 1

**Setup:** Scout 1 claims they can make water disappear using a "magic handkerchief." Things don't go quite as planned, leading to a humorous ending.

## Script:

**Scout 1 (dressed like a magician, addressing the audience):** Ladies and gentlemen, prepare to be amazed! I, the Great Magnifico, will perform the most incredible feat of magic you've ever seen! I will make water vanish into thin air using this magic handkerchief.

**Scout 2 (hands them a cup of water):** Here you go, oh Great Magnifico! But are you sure this will work?

**Scout 1 (confidently):** Of course it will work! My magic powers never fail! (Takes the pretend cup of water and shows the handkerchief to the audience.) Now, observe closely!

**Scout 1 (dramatically covers the cup of water with the handkerchief):** With the power of this enchanted cloth, the water will disappear. I just need to say the magic words!

Scout 2 (leaning in): What are the magic words?

Scout 1 (pauses, then says something silly): Abracadabra, hocus pocus, peanut butter sandwiches!

Scout 2 (laughs): Peanut butter sandwiches? That's new!

**Scout 1 (dramatically removes the handkerchief):** And... voila! (Pretends the pretend water is gone, but it's still there.) Oh, wait. Let me try again. (Covers the cup again.)

**Scout 2:** Are you sure this is going to work?

**Scout 1:** Of course! The magic just needs a little extra oomph. Assistants, bring me the power enhancer!

(Optional Assistant runs in with something random, like a plunger or whisk, making it extra funny.)

**Scout 1 (dramatically waves the handkerchief again):** Double abracadabra! And... voilà! (This time, Scout 2 "accidentally" tips the cup over, spilling the pretend water everywhere.)

Scout 2 (panicking): Oops! I guess the water disappeared... onto the ground!

**Scout 1 (shrugs and bows to the audience):** Well, close enough. Thank you, thank you! (Walks off dramatically while Scout 2 pretends to clean up.)

Scout 2 (Looks out at the audience while shrugging shoulders and hands): Wait a minute! Why am I cleaning up PRETEND WATER?!?

# **Skit Rating and Comments**

Rating

# "The World's Most Unusual Backpack"

#### Cast:

- Scout 1: Camper with the backpack
- Scout 2+: Friends or passersby
- Optional: Scout Leader or extra characters

### Props:

- A comically large backpack (use a real one stuffed with props)
- Random, silly items (rubber chicken, beach ball, toy hammer, etc.)

**Setup:** Scout 1 walks onto the stage with an enormous, overstuffed backpack. Other Scouts notice and are curious about what's inside.

## Script:

**Scout 1 (staggering in under the weight of the oversized backpack):** Whew! I think I packed everything I need for this trip.

Scout 2 (pointing at the backpack): Everything? That thing's huge! What did you bring?

**Scout 1 (grinning):** Oh, just the essentials. Let me show you. (Reaches into the backpack and pulls out something ridiculous, like a rubber chicken.)

**Scout 2 (laughing):** A rubber chicken? How is that essential?

**Scout 1:** You never know when you might need to make someone laugh!

Scout 3 (walking in): Whoa, what's going on here? What else is in that backpack?

Scout 1 (pulls out more items, each sillier than the last): Let's see... a beach ball, a snorkel, and a dinosaur!

**Scout 3 (shaking their head):** Are you sure you packed things for camping?

**Scout 1:** Of course! Oh, look—marshmallows and a frying pan for cooking s'mores!

**Scout 2:** Okay, I'll admit that's a good idea. What else?

**Scout 1 (dramatically pulls out a broom)**: A broom—because who doesn't want a tidy campsite?

**Scout Leader (walking in, surprised):** What's all this? I hope you remembered to pack your sleeping bag!

Scout 1 (looks shocked, searches through the bag, then pulls out something silly like a tiny doll blanket): Uh-oh... I guess I forgot my sleeping bag!

All Scouts (laughing): Always be prepared—except when you pack like that!

Rating

## "The Scout's New Uniform" Skit

#### Cast:

- Scout 1: The Scout trying on a "new uniform"
- Scout 2: The Assistant or Tailor
- Scout 3+: Bystanders or Commentators

**Setup:** Scout 1 is showing off a "brand-new uniform" they've just acquired. Scout 2 helps tailor it, but their ideas of what a uniform needs are hilariously off the mark.

## Script:

**Scout 1 (enters proudly):** Check it out, everyone! My brand-new Scout uniform. Isn't it amazing?

**Scout 2 (examining the uniform):** Hmm... It's okay, but it's missing a few things. Don't worry—I'll make it perfect!

Scout 1: Really? What's missing?

Scout 2 (pulls out something ridiculous, like a superhero cape): A Scout uniform isn't complete without a cape! Every Scout needs to look heroic! (Dramatically ties the cape onto Scout 1.)

**Scout 1 (confused):** A cape? That's not in the handbook...

**Scout 2:** Trust me! But wait—you'll also need... (pulls out something silly, like oversized sunglasses) stylish goggles for protection in the wilderness!

Scout 1 (wearing the goggles, looking ridiculous): I don't think these are standard issue.

Scout 3 (walks by, laughing): Nice look! Are you going camping or to a costume party?

Scout 1 (nervously): Uh... camping?

**Scout 2:** Hold on, we're not done yet! Every Scout needs... (pulls out more silly props, like a feather boa or a hula hoop) a touch of flair!

Scout 1 (now fully decked out, looks at themselves): I look like a walking circus!

**Scout 2 (grinning):** Exactly! You'll be the star of the campfire!

Scout Leader (enters, shaking their head): What in the world is going on here?

**Scout 2 (proudly):** I just gave Scout 1 the ultimate uniform makeover!

**Scout Leader:** Well, it's certainly... unique. But remember, the true uniform is in your Scout Spirit!

All Scouts (together): And always be prepared for fun!

Rating

# "The Shortcut"

#### Cast:

Scoutmaster: A Scout

Scout 1: The "Shortcut Scout"Scout 2: The Eager Scout

Scout 3+: Other Scouts or assistants

**Setup:** Scout 1, the "Shortcut Scout," tries to find shortcuts for every task during a troop activity. The other Scouts and the Scoutmaster demonstrate the importance of doing things the right way.

### Script:

**Scoutmaster (addressing the troop):** All right, Scouts, today we're going to practice some important skills. Let's start with knot-tying!

Scout 2 (eagerly grabs a rope): I'm ready! Let's tie a square knot.

**Scout 1 (holding a rope, yawns):** Why tie a square knot when I can just use duct tape? (Pretends to stick two ropes together with tape.) Done!

**Scoutmaster (raising an eyebrow):** Hmm... let's move on to cooking. Scouts, show me how to start a fire safely.

Scout 2 (gathers sticks and pretends to light a fire): Done, Scoutmaster! Ready to cook!

**Scout 1 (pulls out a lighter dramatically):** Why bother with all that when I can just use a lighter? Quick and easy! (Pretends to flick the lighter.)

Scoutmaster (shaking their head): Okay, next task—set up a tent. Let's see some teamwork!

**Scout 3 (pretending to set up a tent with another Scout):** Got it! Poles in place, stakes hammered down. Ready!

**Scout 1 (throws a blanket over themselves):** Why set up a tent? I'll just sleep under this blanket. Much easier!

**Scoutmaster (sighing):** Scout, you may take shortcuts, but in Scouting, we learn to do things the right way. Being prepared isn't just about being quick—it's about being responsible!

**Scout 1 (pauses, thinking, then smiles):** You're right, Scoutmaster. I'll try harder next time... but can someone help me set up my tent first?

All Scouts (laughing head over to help Scout 1): Always be prepared—and don't take shortcuts!

Rating

# "The Time-Traveling Scout"

#### Cast:

- Scout 1: Time Traveler
- Scout 2: Scientist or Inventor of the time machine
- Scout 3+: Characters from different time periods (prehistoric, medieval, future, etc.)

### Props:

- A cardboard box, chair, or prop for the "time machine"
- Costumes or props for the various time periods (optional)

**Setup:** Scout 1 wants to see how Scouting was different in the past and future, so they use a time machine created by Scout 2 to travel through time. Hilarity ensues when they meet Scouts from various eras.

### Script:

**Scout 2 (showing off the time machine):** Behold, my greatest invention—the Time Traveler 3000! You can visit any time period and learn about Scouting in the past... or even the future!

**Scout 1 (excited):** Let's do it! I want to see how Scouts earned merit badges in prehistoric times.

**Scout 2 (adjusting dials):** Alright, setting the machine to "Dinosaur Era." Ready? Go! (Pretends to flip switches.)

Scout 3 (enters pretending to be a prehistoric Scout, holding a "rock" as a badge): Ugh! Me Scout. Earn the fire-starting badge by smashing rocks!

**Scout 1 (laughs):** That's... creative. What about the medieval times?

**Scout 2 (adjusting the dials):** Destination: Middle Ages. Here we go! (Makes dramatic sound effects.)

**Scout 4 (enters wearing a pretend "knight's helmet," holding a shield):** Greetings, traveler! Scouts in my time earn the Shield Polishing Badge! (Pretends to polish shield.)

**Scout 1:** Wow, I'm learning so much! What's next? Let's go to the future!

**Scout 2:** Hold tight! (Pretends to press more buttons.)

**Scout 5 (enters with a shiny "robotic" look, holding a futuristic gadget):** Beep-boop. I am a Future Scout. I earned my Robot Assistant Programming Badge today. Scouts rule the galaxy in my time!

Scout 1 (laughing): Scouting sure has come a long way. This was the best history lesson ever!

**Scout 2:** Remember, no matter the time period, Scouts are always prepared!

All Scouts (together): And we always live by the Scout Oath and Law!

## "The Scout Telemarketer"

#### Cast:

- Scout 1: Telemarketer
- Scout 2: Customer
- Scout 3+: Assistants or Background Characters (optional)

**Setup:** Scout 1 is a telemarketer trying to sell a "Scout Gadget" to Scout 2. The gadget does everything but in hilariously exaggerated ways, leading to confusion.

### Script:

Scout 2 (sitting, pretending to pick up a phone): Hello?

**Scout 1 (enthusiastically):** Good evening, sir or ma'am! I'm calling to introduce you to the most amazing invention in Scout history—the All-in-One Scout Gadget!

Scout 2 (curious): What's an All-in-One Scout Gadget?

**Scout 1:** I'm glad you asked! It's a tent, a flashlight, a camp stove, a canoe, a compass, and a sleeping bag—all in one!

Scout 2 (confused): How can it be all those things?

**Scout 1:** Simple! Just press this button, and voilà! It transforms!

**Scout 2:** Can I cook dinner while I'm paddling a canoe?

Scout 1 (confidently): Of course! It even flips pancakes while you're steering!

**Scout 2:** What about setting up the tent? Does it do that for me?

Scout 1: Absolutely! One push of a button, and the tent sets itself up—even in the dark!

**Scout 2:** Does it come with instructions?

**Scout 1:** Who needs instructions when you've got Scout Spirit?

**Scout 2:** Okay, but does it... clean up after meals?

**Scout 1 (pauses, then whispers):** Well, uh, we're working on that feature for the next version.

Scout 2: Hmm, sounds great, but what happens if it breaks?

**Scout 1:** Break? It never breaks—it's powered by endless Scout ingenuity!

Scout 2: I'm not sure...

**Scout 1 (dramatic sales pitch):** Don't wait! If you order now, we'll throw in a free patch kit for all your uniform needs!

**Scout 2 (laughing):** Fine, sign me up for one All-in-One Scout Gadget. I can't wait to see how this thing actually works!

Scout 1 (to the audience): Another satisfied Scout!

All Scouts (together): And always be prepared—for anything!

# **Skit Rating and Comments**

Rating -

New Skit Form	
Skit Title:	Date:
Cast	
Setup	
Script	

Rating

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