

Camp Seymour Skit Book



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Tips and Tricks for Awesome Skits!

- 1) Rehearse! Practice your skit so it is ready to go before you arrive at campfire.
- 2) Project your voice—speak loudly and face the audience. Exaggerate all movements and emotions! When rehearsing, remind campers of this with questions like "How will you stand so that the audience can see what you're holding?" or "Will anyone know what you're doing if you stand behind Rylan?"
- 3) The punchline should be loud and clear. A skit isn't funny if no one can hear the joke! It is sometimes best for the cabin leader to deliver the punchline to make the skit a sure success.
- 4) Allow space for the audience to listen, laugh, etc. Don't rush the skit if the audience is not laughing at something that was funny.
- 5) Skits are usually never longer than 3 to 5 minutes and are ideally somewhere around 90 seconds.
- 6) Many skits can be found and watched on YouTube. That being said, just because someone has one way they do it doesn't mean it's the only way.
- 7) Most skits lend themselves rather well to variation of some sort, allowing for easy use throughout a variety of different campfire themes. When possible, decide what you need and then change a skit, even if only minor details mentioned can be changed to fit. The scripts aren't cast in stone.
- 8) You can come up with your own skits. Sources/ideas for skits are your imagination, commercials on TV, jokes from books, other leaders, etc.
- 9) How are you making it clear that your skit is over and it's time to applaud? A bow? The punchline? It should be obvious to the audience that it's time to cheer!
- 10) Make your skits enjoyable!

Campfires should include:

Chants, yells, and cheers
Participatory songs, games, and stories
Skits that promote the core values
Tasteful, fun to watch skits

Campfires should not include:

Racist, abelist, sexist comments
Obvious violence or put-downs
Food waste
Humiliation of staff or campers

SKITS

The best skits come out of the minds of the campers themselves. Even if you use an old skit, the group should be urged to recreate it in a new form somehow, to put their own ideas into your suggestion. That being said, it is okay to veto or edit skits that you don't think will land with the audience. How could you take their idea and make it better?

Kids are often most successful with a general outline, rather than specific lines. This lessens the pressure to "get it right". Skits are more fun when they are not too perfect, but spontaneous.

Parts do not have to be written out word for word—just an idea of what needs to be said. If your group has a skit in mind, ensure everyone is involved and in the entire process leading up to the performance (even if they don't want to be onstage. Campers can be the costume designer, prop holder, director, etc.). Campers will be nervous to perform in front of a large audience, encourage them and be willing to go up on stage with them.

Skits that feature put downs and negative skits are not allowed. Think - is this skit going to hurt anyone, offend anyone, make fun of anyone in a racist or sexist manner? Is this skit funny because someone is being made fun of, hurt, getting water poured on, etc.? If the answer is yes, rethink the skit. If the answer is maybe, talk with your supervisor. Help make skits fun for all people at the campfire. Encouraging negative skits encourages the idea that it is funny to be mean to people or make fun of them. If we set this tone during campfire, we will see the consequences of it throughout the week.

Artistic Genius

The scene is an art show where judges are inspecting several canvases are displayed. They comment on the brightness, color, technique, that is used on the different pictures. They select one for the prize and comment additionally on the genius, imagination, and the beauty of the picture. The artist is called up and the winning picture is shown to him. The painter exclaims, "Oh, my goodness, that got in by mistake. That's the canvas that I clean my brushes on!"

Bell Ringer

Scene: The Notre Dame Bell Keeper has decided to retire, and has place an ad in the Paris Times for someone to come and learn how to ring the bells.

Effects: (Knock, knock, knock)

Bell Keeper: (Gravely voice) Oh, somebody must be here about my job. I'll go down and see. (Goes 'round and 'round the campfire, as if going down the bell tower, bent over due to old age.)

Effects : (Knock, knock, knock)

Bell Keeper: (Angrily) I'm coming, I'm coming. There's a lot of stairs here. (Arrives at and opens the door.) Yeah! What do you want ?

Applicant: I'm here about the bellringer's job.

Bell Keeper: All right! Come on up and I'll see if you can do the job. (Begins to go up (the other way around) followed by the applicant.)

Applicant: Boy, the ceiling is not very high here, is it? Hunchback: Listen, you go up and down these stairs 20 times a day for 45 years and you just learn to stay bent over. Hey, did you close that door behind you?

Applicant: I don't know. I don't remember.

Bell Keeper: Well, we gotta go down and keep it locked, can't run up the Castle's fuel bill. (Both turn around and go back.) That's the first thing you gotta learn. Keep the door closed. Up and down these stairs, that's the hard part. (Arriving at door) O.K., so now you're here, close the door.

Applicant: (Closes door) How are the benefits in this job?

Bell Keeper: (Both going back up) Well, it has its ups and downs. The Castle board will buy you ear plugs every six months and a new bottle of bell polish once a year. (Finally arriving at the bell) Alright, now you stand over there, and I'll show you how it's done. First you grab the bell here and push it out very hard (steps back and follows path of bell out and back) then the bell comes back on it's own. That's all there is to it. Do you think you can do that?

Applicant: Sure! (does the action with the bell, but does not step back, is hit by bell and falls back, to the ground)

Bell Keeper: Oh my gosh! He's fallen 15 stories to the sidewalk. He might be hurt! I'd better get down there. (Goes 'round and 'round until he reaches the ground)

Inspector: (Entering, calls to Bell Keeper) Hey you! Do you know this guy? He's injured! (Rolls body over with foot)

Bell Keeper: No, but his face sure rings a bell!

Chin Faces

Performers arrange themselves with their heads hanging upside down over the edge of a table with a sheet or other drape covering their body with holes cut out exposing their mouth and chin. Place sunglasses just below the chin in front of the neck for "eyes." The chin becomes the nose, the mouth is the mouth - but upside down, so to smile you need to actually frown. The "chin face" makes a short silly speech or sings a harmonious song. Several "chin faces" in a row can form a singing group or mime a recording. Variation: Have the "chin face" be a chicken instead of a person.

Dr. Oz

Set up: 2 people stand together, arms around each other's shoulders, and put on a garment so that it looks like they are a two headed being. It is also important that both heads are wearing a helmet. There is a game show/announcer host who will be interviewing the two headed being named Dr. Oz

To speak, Dr. Oz's two heads will rise in unison while saying "ohmmmm", and then clack their heads together. When they speak, the heads will alternate words one at a time to form complete sentences. It is helpful to choose who will always speak first to alleviate confusion. This is an improv skit, so pick someone you have humorous chemistry with. You can plan some answers vaguely ahead of time but this skit is funniest when answers are off the cuff. You should rehearse how you will walk and how you do the "ohmmmm"ing and head clacking before performing.

Announcer: Welcome everyone! I have a very special guest today who will be talking about their new book. Everyone welcome to the stage, Dr. Oz!!!!

Dr. Oz shuffles onstage

Announcer: Wow Dr. Oz, you look incredible today! Our audience is new to your work, so would you mind telling them the name of your book?

Dr Oz: answers with a silly book name, for example. 101 ways to paint toucans, Baby fingerling potatoes and you, ornatology of mars and the bird experience, etc.

Announcer: Wow, that sounds like a wonderful book! Could you tell us what it's about?

Dr Oz: Gives a one or two sentence description of the book. It does not have to make complete sense.

At this point, the announcer will take audience questions. You can set expectations, saying something like "It's amazing that Dr. Oz is here today, so let's make sure we're asking kind questions to them" if the audience seems like they might be rowdy. The announcer needs to loudly repeat the question the audience member asks because the chances of everyone in the audience and Dr. Oz clearly hearing the question is nonexistent. The announcer will take a 3-6 audience questions, then end the skit. Thank Dr. Oz for their time and have everyone applaud for Dr. Oz one more time as they shuffle off.

Enlarging machine

PROPS: large log, twig, small rock, large rock, buckets of water, large tarp to hold up as the machine

SETUP: Two campers or staff hold up a tarp with a person behind it with a large log, large rock, and water. Shuffle onstage with these items so the crowd doesn't know what's behind the tarp. The crowd is never to see the setup of the person behind.

The inventor explains how the crowd's energy powers the machine! The audience should cheer/stomp to get the item to enlarge!!!

Leader: I have just invented an enlarging machine. Whenever something is put in, it comes back out bigger. I am here to demonstrate how the machine works

The leader throws a small twig into the machine... out comes the log -- wow amazing.

The second item is a small pebble... out comes the large rock -- wow again (be careful where you throw.)

The third item is a mouthful of water ... out comes a bucket of water. Wow!

The fourth item is a marble. It becomes a ball! Don't let the ball roll behind the stage into the cove.

The last item is a camper (decide this earlier in the day. They should know what's going on) who somewhat resembles the counselor hiding behind the tarp. The camper walks behind the tarp, and the counselor walks out! Amazing ☺

Fishing

(The scene opens with the two players rowing an imaginary boat. Using a cardboard box and a marker for the boat helps sell the punchline!)

Riley: Whew! It sure is a long way out here.

Dylan: Yep. (puts hand to eyes) I can't see the shore anymore. Ready to start fishing?

Riley: I think so. Looks like a good spot to me. (Both ready imaginary rods, reels, hooks, worms, etc., and start fishing. Immediately they both start to catch fish, recast and catch more. Continue for several casts.)

Riley: I told you this would be a good spot.

Dylan: Sure is, the boat's full. Guess we have our limit.. better get back.

Riley: O.K. (gets oars ready)

Dylan: Did you use a map to get here?

Riley: Nope.

Dylan: How are we ever gonna find our way back tomorrow?

Riley: Oh, that's easy. I'll just mark the spot with a big X right here! (makes mark - both row away quickly)

Glass of Water

There is a glass of water in the middle of the stage. First person crawls across the floor crying for water. They die dramatically shortly after beginning their crawl. The second person dies just short of the glass of water. The third person on their last bit of strength really hams up their desperation as much as they can. They reach the water, take out a comb, groom their hair with the water, sigh with relief and go off stage.

I am a Y Camp Counselor

Counselors are lined up in a row facing the audience. They will sing the chorus all together, then they will have their own unique "verse" to perform. The verses all follow the same beat so they can be sung over the top of each other like a round. Each time the chorus is sung, a new person sings their verse (it goes down the line in order). They announce what they are (bus driver, lifeguard, etc) then say their tag line twice. So the first time it's sung, just the first person will do their verse. The second time, the second person will sing their verse, then the first person will join in over the top.

Chorus:

I'm glad I am a Counselor, there's nothing I'd rather be

But if I weren't a counselor....

Verse options:

A bus driver I would be!

Vroom, skid, I think I hit a kid

A farmer I would be

Give Bessie, give! This babies gotta live!

A lifeguard I would be!

Tweet, tweet! Walking feet! Or Save yourself, Man. I'm working on my tan!

A house cleaner I would be

Ooh, a bug; squish it in the rug!

A Lawer I would be,

Honest. I swear, My client wasn't there

An Archaeologist I would be

Dig, brush. These bones have turned to dust

A lumberjack I would be,

chop the tree chop the tree I hate ecology,

A bird watcher I would be
Hark a lark, flying through the park,

A carpenter I would be
Two by four, two by four, nail it to the floor!

A hippie I would be
Love and peace, my hair is full of grease!

A Surfer I would be
Hey, Dave! Totally Gnarly wave!

A witch/wizard I would be
A spell, I cast. To make my broom go fast Or A spell, I cast. My skill is unsurpassed

Ending chorus (everyone together):
I'm glad I am a counselor,
There's nothing I'd rather be!
Since I am a counselor,
I'm happy as can be!

The Important Papers

The setting can be either a king/queen or a boss in their office who beckons to a courtier or assistant that they want their royal or important papers. The person runs in with a sheath of papers, the ruler quite agitated tosses them aside and demands that they bring them their important papers. Other people bring in other things one at a time such as a Staff Manual etc. The ruler throws them aside and gets more and more upset demanding that they must have their important papers. At last someone comes in with a roll of toilet paper (court jester, office employee etc.). The ruler knights them or the boss promotes them thanking them profusely and runs off the stage in visible relief.

Invisible Bench

2 campers come onto the stage and pretend to move an invisible bench from center stage off to the side. They exit.

Camper #1 walks onstage and squats down as if they are sitting on a bench that is invisible.

Camper #2 walks up to #1.

Camper #2: Whatcha doin'?

Camper #1: Just sitting on this invisible bench.

Camper #2: Can I join you?

Camper #1: Sure.

Camper #2 sits down next to #1.

Camper #3 repeats the dialog.

Each camper comes on and repeats, making a long line of campers sitting on the bench.

Last camper walks up to line of scouts.

last camper: What are you guys doing?

all people: Just sitting here on this invisible bench.

last camper: No you aren't. I moved the bench over there. (points)

All the sitting campers fall down.

Variation: The "visible bench" skit.

One camper is on their hands and knees pretending to be a bench, while another acts like a salesman extolling the virtues of this, all new amazing wonder: the Visible bench! "For too long campers have been plagued by the invisible bench, but with our new visible bench you can actually see where your sitting!" Etc.

While the salesman is talking a camper or two will demonstrate by sitting on the "bench". After the salesman's pitch the skit ends when they starts to walk off only to trip and fall down exclaiming "who left an invisible bench here?!"

Is It Time Yet?

Line of 5-8 staff or campers sitting with left foot crossed over right, right arm crossed over left.

First person in line asks: "IS IT TIME YET?" - Second person asks third, etc down the line.

Last person says: "NO" Word is passed back to the first person, one person at a time.

After a lonnnnnnnng pause,

First person asks: "IS IT TIME YET?" It goes down the line as before.

Last person says: "NO" Again and the word is passed back.

Another long pause.....

First person asks again: "IS IT TIME YET?" etc and,

Last person says: "YES" the answer is passed back. Just after the first person gets the word, they all change to right foot over left and left arm over right.

Exit groaning!!

Kooky jack

One actor is a quickdraw mechanical cowboy-esque machine, but it's a pirate (Kooky Jack). They stand motionless at center stage. It's fun to use a piratey monotone voice.

Kooky jack sets down a bucket (to collect quarters) and has one sword in each hand. They strike a pose and freeze with both swords held out in front of them.

Player : Hey, what's this? Wow, an old kooky jack machine - cool! I haven't seen one of these since I was a kid! I have a few quarters here, let's see how this goes.

(pretends to read instructions and insert quarter)

Let's see, 'Deposit 25 cents and see if you can outdraw Kooky Jack, the fastest swordsman around.'

All right! I bet I can beat this old heap of scrapmetal!

Kooky Jack : (powers to life) Yarr! I'm kooky jack! Are you ready for a pirate duel! Take a sword and try your best to best me! Oooooonnnnnneeeeeee..... twooooooo..... three! (stabs the player, after "jumping the gun" on three. Kooky Jack is obviously a cheater)

Kooky Jack powers back down. The player returns the sword to Jack

Player : Dang! What a rip-off! That's okay, I'll get him this time. (inserts another quarter)

Kooky Jack : (powers to life) Yarr! I'm kooky jack! Are you ready for a pirate duel! Take a sword and try your best to best me! One, Two, Two and a half, two and three quarters, three! (swiftly stabs the player)

Kooky Jack powers back down. The player returns the sword to Jack

Player : Dang it! Okay, no more horsing around. I'll surely get him this time! (inserts another quarter)

Kooky Jack : (powers to life) Yarr! I'm kooky jack! Are you ready for a pirate duel! Take a sword and try your best to best me! One, two, four, seven, seven, seven, seven.... (can pretend to glitch out and power back down. Give a little time for the player to be confused)..... Three! (stabs the player)

Kooky Jack powers back down. The player returns the sword to Jack

Player : That was so unfair! This is my last quarter, I really want to win! (inserts another quarter)

Kooky Jack : (powers to life) Yarr! I'm kooky jack! Thanks for the lunch money! (kooky jack runs offstage. The player follows, exasperated)

Letters from Home

Props: Two sheets of paper. You can print the script if needed.

Jordan: (Enters) Gee, it's always nice to get a letter from home when you're at camp.

Robin: (Enters) Hey, look, I got a letter from my Mom too.

Robin: Mine says I won't know the house when I come home.. They've moved !

Jordan: Oh, my Dad has a new job with 500 men under him. He's cutting the grass at the cemetery.

Robin: Our neighbours started keeping pigs. Mom got wind of it this morning.

Jordan: My Mom had her appendix out and a dishwasher put in.

Robin: My mom said my sister had a baby this morning. She doesn't know yet if it's a boy or a girl, so I don't know if I'm an aunt or an uncle.

Jordan: My mom heard there were a bunch of break ins at the parking garage. That's bad on so many levels.

Robin: My brother got fired from the calendar factory. All he did was take a day off.

Jordan: My mom said that today a man knocked on our door and asked for a small donation toward the local swimming pool. She gave him a glass of water.

Robin: My brother is reading a book about anti-gravity. Apparently it's impossible to put down.

Jordan: My mom was in a secret cooking society, but she got kicked out. I guess she spilled the beans.

Robin: My mother heard the tongue twister world champion got arrested. I hear they're going to give him a tough sentence.

Jordan: Oh, dear, there's a P.S. It says, I was going to send you \$ 10.00, but I had already sealed the envelope.

Robin: Well, it's nice to know things are normal at home.

Jordan: Yep. (Both exit)

With this skit it is possible to put each person's script on a sheet of paper, and they can read it out, as though they were reading the letter. They should rehearse, of course, to make it sound natural. You can perform the skit with two people, as written, or adapt it for a cabin where each camper gets to say one line.

Little Green Ball

2 person skit. The roles are ball maker and ball eater.

Maker: wanders out on stage, bouncing an imaginary ball. It helps to decide on a sound effect for the sound of the ball bouncing.

"boing, boing, boing. I can't believe how bouncy this ball is! Look at it go! Boingggg. This is the best ball I've ever made"

Eater: wanders onstage. "Woah, [name]. what do you have there?!"

Maker: quickly hides ball. "Oh nothing..."

Eater: "No, I definitely saw something... Is it a bouncy ball?"

Maker: with a sheepish grin "Okay, but you can't tell anyone. I made this myself and it might be the bounciest ball ever made. It's so squishy, and look how green it is!!"

Eater: "WOAH. Can I hold it?"

Maker: "I would let you, but I worked so hard making it and I just don't want something to happen to it."

Someone offstage: "[Ball makers name], it's time for dinner!!!"

Maker: "Okay, I'll let you hold it just this once. But you have to promise *not* to bounce it

Eater: excitedly "Okay! I promise"

Maker leaves stage

Eater: "I want to bounce the ball so bad. What if I just bounce it a little?!" Wait for the audience to cheer on your bad decision

Eater: "Okay. I'm going to see how high I can bounce it. Boingggg!" Pretend to bounce the ball. It goes *way* up into the air. Catch it dramatically

Eater: "That was amazing! What else could I bounce it off of? Do you think I could bounce it off that cabin? (or any nearby building?) Wait for the audience to cheer you on.

Eater: wind up your arm to throw it far "Here goes! Boingggg!" Wait a couple seconds for your throw to return to you. Catch it dramatically, like the ball has some force behind it.

Eater: "It's so bouncy, I know I could bounce it further!!! Should I throw it to the moon?!" The audience should be really excited and cheering.

Eater: "To the moooon!" Throw the ball into the sky. Wait a little longer than the last time, since the moon is further away than the cabin. You can say something like "I see it coming back!!!" Hold your hands outstretched in front of your face like how you'd catch a football. Your mouth should be open. The green ball will pass through your outstretched hands and you'll swallow it. Pretend coughing/choking or a dramatic gulp makes it clear you have swallowed the green ball.

Maker: re-enters the stage. "Wow, dinner was so delicious! Hey [name]"

Eater: avoiding eye contact and acting suspicious "oh, hey"

Maker: "Can I have my ball back?!"

Eater: "Ummmmmmmm. I have to tell you something"

Maker: "what is it?"

Eater: "Well, I bounced the ball. And it was so bouncy! But I bounced it to the moon, and when it came back, I sort of swallowed it."

Maker: "Thank you for telling me! That's okay, I can just make a new one."

Pretends to blow nose into hands and rub them together to form a ball

Eater: "Ewwwww!"

Both run offstage

Lost Item around Campfire

Person standing with a flashlight like a lightpost. First person searches the ground around the post.

Second person: "What are you looking for, maybe I can help you find it. First person: "I dropped my radio/keys/clipboard." Second person: "Where were you standing when you dropped it." First person: "Over there." (He points into the darkness." Second person: "Then why are you looking over there." First person: "Are you kidding? It's too dark over there. You can't see a thing."

Banana/Bandana

Two people enter the stage. They should sit right next to each other, angled out slightly so they are not looking at each other. The audience should be able to see what both of them are doing, so they can't sit back to back. One needs a banana and the other needs a bandana. Make sure the kitchen has bananas before you plan to do this skit.

Cameron: Oh my gosh, I'm exhausted. Can we take a break from this hike?

Drew: Sure, let's sit down for a minute.

Cameron: I'm so tired. I'm gonna pull out my *badana* (This word should be mumbled/flubbed everytime it's said). (Pulls out bandana)

Drew: Oh you brought a *badana* too! That sounds nice right now (pulls out banana)

Cameron: Of course, I always bring a *badana* on a hike. It helps me cool down.

Drew: (looks at their banana) That's odd, how does it help you cool down?

Cameron: Well, first I like to fold it in half, then dab it on my face. (performs actions with bandana)

Drew: Are you sure? That's a little odd...

Cameron: I'm sure! It feels great, I do this all the time.

Drew: Okay... (attempts to fold banana in half and dabs it on their face)

Cameron: And now you'll fold it in half again and rub it on the back of your neck.

Drew: (folds the banana the other way and dabs it on the back of their neck)

Cameron: Sometimes I like to crumple it up and press it into my armpits

Drew: (follows along) You know, this is actually cooling me down

Cameron: I don't know about you but I hate when my hair gets all sweaty. You can use it to get all the sweat out of there.

Drew: (follows along) I actually feel a lot better! Are you sure I can eat this after all of that?

Cameron: Eat it?!?!?!?

Both turn to look at each other for the first time.

Drew: You're using a bandana?! I thought you said banana!

Cameron: Why didn't you say something?!

Both laugh and leave stage.

Mosquito

2 staff are camping out, but only have a one-person tent. They argue about who should sleep inside and finally one winds up laying down 'inside' and the other 'outside'. They fall asleep.

A mosquito comes in from offstage and sees the sleeping camper. You can use a fishing pole, pvc, broom handle, etc. to make the long nose of the mosquito. The mosquito rushes up and bites the sleeping camper, then runs off stage.

The camper gets up, hobbles to their buddy, explains they were just bitten by a huge mosquito, and pleads to change places. The other camper won't switch and tells the first to go back to sleep.

Once settled down, the mosquito comes back and bites the camper again. Again, they plead with their buddy to trade. This time, the buddy agrees to switch places. (Can repeat once more if its going well.)

After they settle down, the mosquito comes back again. Just as they are going to bite the camper sleeping outside, they stop and say 'Hey, I've bit this one enough - let's get the one in the tent!'

My Man

New Saw

Announcer: This scene takes place in a hardware store in a small north woods lumber town.

Lumberjack: (Enters) My old crosscut saw is worn out, and I need something that will let me cut more wood, or I'm going to go broke!

Owner : Yes, sir! For only one hundred bucks you can be the proud owner of this chain saw. I guarantee that it will cut twice as much wood in a day as your own crosscut.

Lumberjack: (Handing over money) O.K. great! (Exits)

Lumberjack goes and tries to use the chainsaw like a crosscut saw.

Lumberjack: (Enters tiredly) There's something wrong with this saw. I worked very hard yesterday, and only cut half as much wood.

Owner : Well, sir, I have a lot of faith in this product. Here, I'll put a new chain on it and you give it another try.

Lumberjack: O.K., but if it doesn't do any better, I'll be back! (Exits)

Lumberjack goes and tries to use the chainsaw like a crosscut saw.

Lumberjack: (Enters exhausted) This darned saw is no good. I worked even harder, and still it won't cut half the wood of my old saw! I want my money back!

Owner : Yes, sir! Just let me check it out here. (Pulls starter rope. Makes sound effects of saw running.)

Lumberjack: Oh, my gosh! You can turn it on?

The Nurses

The scene is an emergency room at a hospital. The nurse is totally self absorbed, combing hair, chewing gum, looking in mirror etc. A person runs in, a skier with a pole stuck in his stomach (a branch could also be used for a hiker). They are screaming in agony. the nurse insists that they must ask them some questions before anything can be done. The patient screams that they are in pain and needs help immediately. The nurse continues asking questions such as where they live, past illnesses, type of house, how they got there etc. A phone rings and another nurse asks the nurse if they're busy and if they wants to go out for lunch. The nurse responds "no I'm not busy" and runs off leaving the wounded person writhing on the floor. A janitor with a broom wanders by and pulls the pole out. The patient stands up, says thanks and leaves.

Painting the Walls

In the middle of the singing a person wearing two coats, holding a paint bucket, paint brush, and a step ladder pushes through the crowd. He excuses himself saying he is a painter and needs to do the next room. The leader asks him why he is dressed for winter. The painter replies that he was told to paint the room with two coats.

Scientific Genius

The scene is the launching pad of a large rocket which can be someone standing with their arms above their head in the shape of a rocket. There is an elaborate countdown, but the rocket fails to go off at zero. All those present inspect it and check on a number of highly-scientific-sounding devices - the supersonic sector wire; the exhaust fin fanstand; the sub-stabilizer oxidizer, etc. All seem perfect. Finally someone says: "I've found the trouble! Somebody forgot to turn it on."

This would be a great skit for a cabin! Each camper gets one line.

Seven-Up

Four people are sitting in a vet waiting room. A nurse enters.

"Hello Mr/Ms. Morrissey (or whatever name you want), I have great news! Your cat just gave birth to twins!"

Mr/Ms. Morrissey jumps up and exclaims: "Wow, this is really funny, because I work as a talent agent for the Minnesota Twins!" and they exit.

Time passes, and the nurse enters again.

"Hello Mr/Ms. Jenkins! I have wonderful news! Your dog just gave birth to triplets!"

Mr/Ms. Jenkins jumps up and says: "Wow, that's really funny, because I make tapes at 3M!" and they exit.

Time passes, and the nurse enters again.

"Hello Mr/Ms. Chester! I have exciting news! Your parakeet just gave birth to quadruplets!"

Mr/Ms. Chester jumps up and says: "Wow, that's really funny, because I draw The Fantastic Four." before they exit, the last person gets up.

Last person: "That's it, I'm outta here."

Nurse: "Why is that?"

Last person: "My horse is back there, and I work at 7-up!"

Slug Trainers

A slug trainer brings on a slug to center stage. The slug is a person encased in a sleeping bag; it is important that their head is not showing. There is an announcer who is saying the tricks the slug will perform. On command the slug performs various trick such rolling over, leaping in the air slightly, etc. The tricks increase in difficulty. The announcer finally says "And now the slug will perform a backflip!" The person unzips the sleeping bag and says to the announcer, "Come on, you know I can't do a backflip!"

Snake Bite

This skit comes down from Vaudeville, where it was known as a "slapstick" skit.

It must be performed broadly, and with emphatic gestures.

Characters:

The Doctor

Hiker/ runner

Victim of bite

Costumes are important to the jist of the skit.

Doctor: A long white lab coat, Stethoscope. And possibly one of those cartoon style headbands with a large eye piece attached. (Lose the notebook, as it keeps The doctors hands busy, and he doesn't need to refer to it.)

Hiker and Victim: Floppy hiking hats, Walking staffs and trousers tucked into high socks.

Lights, Camera, Action, Respect!

Doctor seated in his office. **On an actual chair, stage leftish.**

Two hikers appear, enjoying their hike. Suddenly one hiker yells, " owwwwweeeeee" and ***falls face down with their rear end raised in the air, head resting on forearms, facing the audience***

Just to the right of center of the stage. Broad Mock pain is emanating from the victim. Victim essentially doesn't move from this position except raising head to speak.

Running hiker: addressing the victim, "What happened?"

Victim: "I've been bitten by a snake! Quick, run and get help!"

RH: Runs around fire, (*Crowd, "Run so and so save so and so."*)

"Doctor, doctor, my friend just got bitten by a snake, what do I do?"

Doctor: "Well, How big was the snake?"

RH: Okay, let me check.

Runs around fire, (*Crowd, "Run so and so save so and so."*)

"The doctor needs to know how big the snake was?"

Victim: "It was **REALLY BIG!**"

RH: "Okay, let me tell the doctor."

Runs around fire, (*Crowd, "Run so and so save so and so."*)

"Doctor, Doctor, the snake was **REALLY BIG!**"

Doctor: Okay, and what color was the snake?"

RH: "I don't know let me check?"

Runs around fire, (*Crowd, "Run so and so save so and so."*)

"The doctor wants to know what color the snake was?"

Victim: "I think it was green and gold.....Like the princess Pat....."

RH: "Okay let me tell the doctor!"

Runs around fire, (*Crowd, "Run so and so save so and so."*)

"Doctor, doctor, the snake was green and gold like the Princess Pat....."

Doctor: "Okay this **IS** serious. **Where** did the Snake bite your friend?"

RH: "I don't know let me check"

Runs around fire, (*Crowd, "Run so and so save so and so."*)

Arrives to stand behind the Victim, So that victim is in clear view of the audience.

To Victim: "The Doctor needs to know where the snake bit you."

Victim still in the position with rear in the air, points broadly with down stage hand at their down stage Maximus Glutius.

RH: "Oh Dear, that is terrible. Let me tell the doctor!"

Runs around fire, (*Crowd, "Run so and so save so and so."*)

Doctor, doctor, The snake bit my friend in the (And leans over and mock whispers in the doctors ear, while gesturing at his own rear end!"

Doctor: *Rears back in shock*, and says, "Oh Dear, Well then, here's what you have to do. Take your knife and cut an X on the spot where the bite occurred.

RH: Take my knife and cut an X where the bite occurred'

Doctor: Then place your hands around the wound, (*gesturing*) Then you have to carefully suck the poison out of the wound, and spit it out.

RH: Then place my hands around the wound, (*copying the gestures, following along with the doctor*) and Carefully suck the poison out of the wound, and spit it out."

....and now it begins to dawn on RH what it is that he has to do, and his speech and attitude become broader and broader. RH does a broad grimace and gesture of resolve to the audience,

Walks determinedly across stage

Arrives behind victim. (Do this determinedly, but also quickly. Don't Dawdle.)

"Victim's name, I'm Terribly sorry, but the doctor says you're not going to make it!"

Victim now collapses forward, RH gestures helplessly to audience,
beat, beat, beat.....

All three break character, and come together standing center stage, take a bow and run off stage.

"Yaaayyyyyyyyy!" says the audience.

The Spelling Conundrum

Scene: One person lying on the ground. Another sees him and runs for the telephone and, panicking, gasps: "Police, there's a injured person here... Where ? Un, (looking for a sign), "I'm at Montgomery and Westchester... Spell it ?... Uh, M-o-t-n... Uh, M-o-t-g,,," (confused), "Just a minute, I'll drag him over to King and Elm !"

Ticket Line

Fans are standing in line waiting to buy tickets for the big game, movie, or concert. Four fans are standing in line, saying how much they want to attend the event and wondering when the ticket window is going to open to sell tickets. A person walks up to the front of the line. The fans get upset telling them to not butt in line and to go to the end of the line and began to gently shove them back. This person tries once more to reach the front of the line and then gives up and says something to the effect; "I'm giving up, they can get someone else to open this ticket window."

This would be a great skit for a cabin! ☺

Titanic

Action

Characters: Director, First Mate, Captain

Director: We are filming the last scene of our motion picture, "Titanic". We have a new actor playing the role of first mate. This is their first day of filming, but I'm sure they'll do great. Lets watch and see what happens.

Scene One

(Scene starts with Director explaining the scene to the First Mate.)

Director: I want you to rush in and say, "Captain, three times."

First Mate: Okay

Director: Action.

First Mate: (While rushing in.) Captain, three times.

Director: Cut. Cut. No, no. Say, "Captain, captain, captain." Not, "Captain three times." When the captain answers, you will say, "We're sinking."

First Mate: Okay, got it.

Director: Action.

First Mate: (While rushing in.) Captain, captain, captain.

Captain: Yes.

First Mate: We're stinking!

Director: Cut, no, no. Not "we're stinking" it's "we're sinking!" Then the captain will ask you how fast we're going and you will answer, "Twenty nautical miles." First Mate: Oh, Okay, I understand.

Director: Action!

First Mate: (While rushing in.) Captain, captain, captain.

Captain: Yes.

First Mate: We're sinking!

Captain: How fast were we going?

First Mate: Twenty barnacle piles!

Director: Cut, Cut. It's "Twenty nautical miles." Got it? After that he will ask you what we hit and you will say, "An Iceberg."

First Mate: Oh, yeah. Okay.

Director: Action.

First Mate: (While rushing in.) Captain, captain, captain.

Captain: Yes.

First Mate: We're sinking!

Captain: How fast were we going?

First Mate: Twenty nautical miles.

Captain: What did we hit?

First Mate: An ice cube!

Director: Cut, cut. You're supposed to say, "an iceberg." And then he will ask you what direction we're going, and you're going to say, "North by Northeast."

First Mate: Okay, got it.

Director: Action!

First Mate: (While rushing in) Captain, captain, captain.

Captain: Yes.

First Mate: We're sinking!

Captain: How fast were we going?

First Mate: Twenty nautical miles.

Captain: What did we hit?

First Mate: An iceberg!

Captain: What direction are we going?

First Mate: Down!

Toothpaste Skit

In this you need two cups of water and four or more people. The people in the skit all line up in a row in front of the audience. The first person in line has water in his cup and the last person in line has an empty cup with some water hidden in his mouth.

The skit starts off with the narrator saying something about this is a demonstration of how a person can brush his teeth when there is a shortage of water. The first person takes a drink of water from his cup and proceeds to brush his teeth with his finger. After a few seconds he stops and places his head against the ear of the next person in line and that person's cheeks begin to bulge out as the first person's cheeks deflate. This person (the second person) brushes his teeth with his finger for a few seconds and then puts his mouth against the next person's ear with the same results and so on down the line until the last person in line is reached. When the water reaches the last person, the second to last person announces "Wow, that was so refreshing! I haven't brushed my teeth all week!" The last person, who has water in their mouth, does a spit take (spits out the water)! Ewwwww! all leave stage.

Traveler from Afar

Five "characters" played by two people who rotate around each other's backs. Make sure to have five props or costume items to represent each role. Adlibbing encouraged.

Traveler- "I've come from afar."

Guard- "Afar... I've never heard of it..."

Traveler- "No, I've traveled from very far away."

Guard- "Oh, what do you want?"

Traveler- "I've come for the princess's hand!"

Guard- "Her hand?!? That's preposterous!"

Traveler- "No, no, no. I've come to marry her!"

Guard- "Oh, I'll have to ask the queen. Hold on."

Traveler runs behind Guard and becomes

Queen-conversation is repeated:

Guard- "There's a man at the door from afar."

Queen- "Afar... I've never heard of it..."

Guard- "No, he's traveled from very far away."

Queen- "Oh, well what does he want?"

Guard- "He's come for the princess's hand."

Queen- "Her hand?!? That's preposterous!"

Guard- "No, no, no. He's come to marry her!"

Queen- "Oh, I'll have to ask the king. Hold on."

Conversation repeats between King and Queen,
when King goes to ask princess.

King- "There's a man at the door from afar."

Princess- "Afar... I've never heard of it..."

King- "No, he's traveled from very far away."

Princess- "Oh, well what does he want?"

King- "He's come for your hand."

Princess- "My hand?!? That's preposterous!"

King- "No, no, no. He's come to marry you!"

Princess- "Oh... that's okay." (said in a "no thank you" tone)

King- "You're okay with it?!"

Princess- "No, I meant I'm not interested."

King- "Alright, I'll have to tell the queen"

King- "I talked to the princess, and she says she's okay"

Queen- "She's okay with it?!"

King- "No, she means she's not interested"

Answer gets passed along back through all characters until it reaches the traveler.

Guard- "I've heard from the princess, and she says she's okay"

Traveler- "I can't believe it! She's okay with it?!"

Guard- "No, she means she's not interested"

Traveler and guard step away from each other so they are standing facing each other for the first time in the skit.

Traveler- "Well in that case, can I ask her one more thing?"

Guard- "Certainly not"

Upside Down Dancers

The dancers are on stage. An announcer explains that they are going to dance upside down! They duck out of sight behind a curtain (a sheet held by two accomplices will do). Placing their hands in their shoes, they wobble the shoes above the curtain top and do a synchronized dance to the music. This is best rehearsed ahead of time. To end the skit let one of the curtain holders become distracted and accidentally drop the curtain revealing the "upside down dancers" in action."

Wee!

A group of campers are following a staff member. Campers whisper to each other "I really have to go wee" "now that you mention it, I have to wee too" "Can you tell the counselor I have to wee?" The counselor tells them to wait, and eventually relents, saying something like ""Well, if you have to go that bad... go ahead." "Everyone starts skipping around yelling "WEE! WEE! WEE!"

This skit lends itself very well to creative liberty. You could have to wee on the overnight, on a bus, on a roller coaster, etc. The options are endless! Make it your own. This skit is great to do as a cabin skit!