

**Those Wonderful Machines**

For the first two skits, decorate cardboard boxes as futuristic machines with lots of dials, cranks, buttons and, if you're really ambitious flashing lights. Include sound effects people, too, to "turn on" the machines on cue.

The Growing Machine: The cardboard box needs to be large enough to hold one of the players and various props. "Load" it and push it on stage, where a narrator explains that this marvellous machine has been invented by tonight's guest, Professor..., who will demonstrate its tremendous powers. He introduces the professor, who enters carrying a bag of his props.

The professor explains he has invented a wonderful machine that makes things grow. He proceeds to demonstrate. He pulls a small piece of paper from his sack, pushes buttons, etc., and throws in the piece of paper (sound effects, flashing lights). The player inside throws out a paperback book. The demonstration continues with small ball in, large ball out; piece of string in, hunk of rope out; etc. Finally, the professor throws in a baby doll. The player inside jumps out in baby clothes, cries "Daddy!", and chases him off stage.

The Hair Cut Machine: The cardboard box needs to be large enough for a player to poke in his head. Face the opening away from the audience. Set up a striped pole and use a few other barbershop props. The "customer" wears a tight fitting light-coloured bathing cap to hide his hair and, over the cap, a long scraggly wig loose-fitting enough that he can shake it off when he needs to but well enough anchored that it won't fly off too early.

Barber is on stage. Customer enters and asks for a hair cut. Barber checks him out, announces he thinks this is a job for his brand new haircut machine, and convinces the customer to try it. Customer sticks his head into the back of the box and barber turns it on (sound effects). Customer yells, flails, flops and goes through incredible contortions, shaking off the wig in the process. Barber, unperturbed, turns off the machine. Customer pulls out "bald" head and races screaming off stage.

Is it Time Yet? Six to 10 players sit in a line facing the audience, legs stretched out in front of them, left leg crossed over right at the ankle. The player at one end of the line asks the one beside him, "Is it time yet?" The question passes from person to person down the line. The last player looks at his watch and tells the person beside him, "No, not yet". The reply passes from player to player back up the line to the first person. Players send question and answer up and down the line three or four times, each time becoming more impatient and fidgety. Finally, the end player replies, "Yes, it's time now." The news passes from one to another up the line to the first

player who says, "Oh, thank goodness! ". At this point, all the players uncross their legs and re-cross them right over left.

A Quiet Day: One player stands with his ear to a fence (an old painted sheet will work) as if listening intently. Several others enter to watch. One of them asks, "What do you hear?"

"Listen!" he says dramatically. They all listen, look puzzled. Another says, "I don't hear anything. "

"Listen!" first player says again. The routine repeats once or twice more. Finally, one player says with great disgust, "I don't hear anything!"

"Funny," says the first player, "it's been like that all day!" Players exit.

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**Quick Skits - 5. Skits Cut-out Pages**

*The Leader*, March 1992.

**The Wall**

Ideal for a six or patrol, this skit calls for three or four members standing close together, backs to audience, as the wall; one to play an employee leaning against the wall; and one to play the boss. The scene opens with the employee leaning against the wall. The boss walks in, looking at some papers, sees the idle employee, stops.

Boss: You there! What's your name?

Employee: Billy Bob, sir.

Boss: Well, what do you think you're doing, leaning against that wall like you're holding it up.

Employee: But, I am holding it up, sir. (Boss splutters angrily, tells the employee what a useless, good-for-nothing he is. Employee protests, but in vain.)

Boss: You're fired! Get out! (The employee edges out along the wall, still trying to protest. The boss turns to audience: the wall creaks.)

Boss: Imagine! That lazy son-of-a-gun trying to tell me he was holding up.... (The wall noisily falls on the boss, who collapses under it with a scream.)

- Thanks to Akela Michael Nellis, General Wolfe Cubs, Sillery, Que.

**The Fire**

You need two players and a behind-scenes person to move the fire (an artificial campfire with invisible strings attached).

The players sit by the fire, reading, doing a puzzle, etc. The fire moves slightly. They don't notice. It moves again; they don't notice. This continues until, finally, the fire is pulled off stage. At that point, one of the players looks at the other and says, "Looks like

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the fire's gone out again!" - thanks to Scouting (UK) magazine

### The Waiter

Three Scouts are seated in a restaurant. A waiter approaches them.

Waiter : What'll you have?

Scout 1: I'll have a tuna on rye.

Waiter : Why tuna? Salmon's much better. And have it on whole wheat, it's healthier.

Scout 1: Okay, okay. Make it salmon on whole wheat.

Waiter : And you?

Scout 2: I'll have bacon and tomato on toast. And coffee.

Waiter : Bacon's not good for you. And coffee strains your heart. Have a nice roast beef sandwich and a cup of tea.

Scout 2: Okay, make it a roast beef sandwich and tea.

Waiter : How about you?

Scout 3: What do you suggest?

Waiter : Who has time to make suggestions?

-Thanks to Colin Wallace, ARC (Training), Greater Toronto Region, Ont.

Fall Quickie: Player walks across the area scattering handfuls of leaves he takes from a big bag. Another player approaches and asks, "What are you doing?"

1st Player: I'm leaving!

- thanks to Brenda Beckett, Owen Sound, Ont.

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## Skits Cut-outs

Pages 155 & 156, *The Leader*, November 1992

### The Important Meeting

Scene: Six to eight players sit around a table scattered with papers, a couple of water glasses, etc. They mime a discussion, some jotting down notes, etc. Enter the narrator, outfitted as a news reporter. In confidential tones, the reporter explains that this is an important meeting of the group committee, gathered on this occasion to make some very important decisions.

As the narrator says something like, "Let's see if we can get a bit closer to hear how things are going", the group at the table add some mumbling and unintelligible arguing to their mime. Occasionally, they punctuate the din with outbursts such as, "No, no!"; "I disagree!"; "That's better"; "No way!"; "That might work" and the like.

Finally, the hubbub dies, the group settles back. One member stands and announces, "Then it's decided; a 12-slice pizza with olives, mushrooms, lots of cheese, but hold the pepperoni."

All: Agreed!

--Thanks to Brenda Beckett, Owen Sound, Ont.

### Six Challenge

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Challenge each of the sixes in your pack to think up a skit using a blanket as their only prop. Give them about 10 minutes, then start the performances.

### Tenting

Scene: Two Cubs in a pup tent.

Cub 1: Tie up the flap. It's cold outside!

Cub 2: Oh, go to sleep and you won't feel the cold.

Cub 1: Oh please close the flap. It's so cold outside!

Cub 2: Jumps up, pulls down the flap, jumps back into sleeping bag). Now, there. Is it warmer outside?

-Thanks to Scouter Frank Dembicki, Ft. Saskatchewan, Alberta

### Doctor! Doctor!

The secret to success with this series of quickies is to keep them moving along. You can have one doctor and different patients, but it may add greater rush and flurry if a different doctor and patient fly in and out for each quickie.

Pat: Doctor! Doctor! I feel like a set of drapes.

Doc: Pull yourself together!

Pat: Doctor! Doctor! Am I going to die?

Doc: That's the last thing you'll do.

Pat: Doctor! Doctor! Everyone keeps ignoring me.

Doc: Next!

Pat: Doctor! Doctor! My back feels like a deck of cards!

Doc: I'll deal with you later.

Pat: Doctor! Doctor! What's wrong with me?

Doc: Have you had this before?

Pat: Yes.

Doc: Well, you've got it again!

Doc: You'll live to be 80.

Pat: I am 80.

Doc: See!

Pat: Doctor! Doctor! I've got insomnia.

Doc: Don't lose any sleep over it!

Pat: Doctor! Doctor! My friend's doctor told him he had appendicitis and, two weeks later, my friend died of heart failure.

Doc: Don't worry. If I tell you you've got appendicitis, you'll die from appendicitis!

--Thanks to Scouter Colin Wallace, Toronto, Ontario.