



TROOP 219 CAMPFIRE PROGRAM PLANNING AND SKIT BOOK

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Introduction

The Troop 219 Campfire planning Troop 219 Campfire Program Planning and Skit Book is a guide to planning a successful campfire program. In addition, it provides Skits, Riddles and Mysteries that can be used in planning.

The campfire program should have a definite, planned structure. It should happen similarly to how a fire burns - starting small, building to a bright excitement, and then tapering off to glowing embers. Moreover, the best campfires are well planned, yet look spontaneous. They are planned and rehearsed in advance of the campfire program.

There are typically three parts to a typical campfire. They are:

Part 1: Opening - The opening includes parading to the formal circle, introductions, the fire lighting, and a short, upbeat opening verse that sets the mood and guidelines for the fire and welcomes people to the magic of the experience

Part 2: Campfire Program -The Campfire Program is the main portion containing skits songs, stories, stuns or games

Part 3: Closing - The closing of the camp fire is even more important than the opening. A solemn, quiet, impressive closing is an excellent preparation for a quiet, orderly end of the program

Planning a Successful Event Campfire

Planning Process

Ideally the patrol responsible for the Campfire Program (the Program Patrol) and Master of Ceremonies for the campfire program are assigned at the monthly PLC meeting along with the already established monthly educational themes. The Master of Ceremonies and Program Patrol works with all Patrol Leaders in the troop to create a successful campfire.

1. The Program Patrol responsible for a specific month's campfire fills out planning form
2. All Patrol Leaders or assigned patrol member determine (in advance) what skit, riddle, and mystery the Patrol will perform and report to the Program Patrol.
 - a. The Patrol Leader or assigned patrol member is responsible for scheduling and practicing skit prior to the campfire program
3. The Program Patrol turns the Campfire Planner into the Senior Patrol Leader for approval the week prior to the campout.

The Program Patrol and Master of Ceremonies should follow several common-sense rules:

- Complete the Campfire Planner
- Preview new or unfamiliar skits
- Reserve the right to edit or veto Patrol skits, within reason of course.
 - No inappropriate language or ethnic humor is allowed.
- Be respectful and affirming of everyone.
- Remind participants to bring whatever props they need.
- Remind everyone to speak loudly, so all can hear.

Guidelines for Planning

Some general guidelines for planning the campfire program are:

- Keep the program short
 - 40 to 50 minutes being about right for Scouts and Venturers

- Skits are usually never longer than 3 to 5 minutes and are ideally somewhere around 90 seconds.
- Get skits in place quickly; otherwise all the momentum gained in the evening is disrupted.
- Avoid ad-hoc or unplanned skits from Patrols, because they usually aren't funny, are too long and don't make any sense, not to mention the Scouts forget what they're supposed to say and do
- Rehearse the skit beforehand. It will increase the Scouts confidence and can help to avoid whispering, fumbling, amnesia, arguing about who says what, and all sorts of problems.
- Campfire Material must pass Appropriateness Test
 - Consistent with Scout Law
 - friendly, courteous, kind
 - Song, Stunts, Skits, and Cheers should not embarrass or demean any person or group.
 - Gray areas to stay away from:
 - Underwear
 - Inside jokes
 - Cross-gender impersonation
 - Use of alcohol, tobacco, drugs
 - Water
 - Watch out for using or modifying skits that touch on sensitive topics
 - Skits that are based on Ethnic or handicapped targets are not acceptable

Campfire Etiquette

The Campfire Master of Ceremonies makes sure Scouts follow proper campfire etiquette including the following:

- Prohibit flashlights from the circle.
- No Clapping or Booing - that's why we have 'cheers'
- No Talking - unless you're involved in an activity, talking spoils the mood and detracts from whatever is going on.

- Make a no-talking rule.
- The campfire circle is sacred and always quiet before and after the fire.
- If wood needs to be added to the fire during the campfire, only the Keeper of the Flame may do it.
- No booing.
- Crowd control is easier if you insist on silence as the group enters the campfire ring. Make sure there is sufficient light so they can find their seats.
- Discipline is important. Squelch any horseplay immediately. Encourage enthusiasm, but maintain control.
- Get everyone involved in songs or stunts.
- Recognition should be a part of every campfire program. Have a number of cheers planned; be prepared to explain and show them, then let the group cheer each group of performers.
- Inspiration contributes to showmanship and is essential to a successful campfire.
- Quiet as the embers die. Ask everyone to leave the campfire circle quietly.

Campfire Discipline

The Master of Ceremonies is the leader of the campfire program and needs to maintain control. Below are some guidelines:

- Be tough but tactful when someone may be interrupting the campfire
- Address problems immediately - Scouts can get out of hand easily & quickly
- When friendly requests fail:
 - Follow patrol method
 - Ask Patrol Leader for assistance, if that fails
 - Ask Assistant Senior Patrol Leader or Senior Patrol Leader for assistance, if that fails
 - Ask Assistant Scout Master or Scout Master for assistance

The Campfire Planning Worksheets

The Campfire Program Planner

How to use the campfire program planner sheet on the next page: Be sure that every feature of this campfire program upholds Scouting's highest traditions.

1. In a campfire planning meeting, fill in the top of the "Campfire Program" sheet (over)
2. On the "Campfire Program Planner" (below), list all units and individuals who will participate in the program
3. From each get and write down the name, description, and type of song, stunt or story they have planned.
4. The master-of-the-campfire organizes songs, stunts, and stories in a good sequence, considering timing, variety, smoothness, and showmanship.
5. M.C. makes out the campfire program sheet (over).
6. Copies of the program are given to all participants.

The Campfire Program Planner

Place _____	Campers notified: _____	Area set up by _____
Date _____	Campfire planning meeting _____	_____
Time _____	M.C. _____	Campfire built by _____
Camp Director's approval: _____	Song leader _____	Fire put out by _____
_____	Cheerleader _____	Cleanup by _____

Spot	Title of Stung, Song or Story	By _____	Time
1	Opening		
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20	Closing		

Campfire Openings

The following section contains some possible Campfire Openings that can be used in the program.

Campfire Openings - 1

Brother Scouts, in the light of the campfire,
Let us come together with thankful hearts;
And let our ideals be ever before us like a blazing torch
Lighting a warm and steady path,
The light not dimming
And the peace not slackening.
The campfire is open.

Campfire Openings - 2

The fire is lit, come lift your voice;
Let song and skit fill the hours;
The fire is lit, so let's rejoice,
Our hearts are full, the night is ours.
Cold nights weighs down the forest bough,
Strange shapes go flitting through the gloom;
But see... a spark, a flame and now
The Wilderness is home.

Campfire Openings - 3

Behold the fire my comrades,
May its flames purify your hearts,
Let no unfriendly thoughts be harbored,
Let no harsh words be spoken
Keep the spirit of the campfire in your hearts forever,
Peace be to all men.

Campfire Openings - 4

Logs burn, flames rise,
Hearts glow, troubles die,
Each for all and all for each,
Happiness within our reach,
Joined together by the good,
Of world-wide Scoutings brotherhood.
Flames leaping - fire bright,
We be brothers here tonight.
Scent of smoke in the evening,
Smell of rain in the night,
The trees, the grass, the flowers,
The campfires are our delight.
Brother Scouts, the campfire is open.
From the North,
From the South,
From the East,
From the West,
May good Scouting come to you always.

Campfire Openings - 5

The fire is lit, come lift your voice;
Let song and skit beguile the hours;
The fire is lit, so let's rejoice,
Our hearts are full, the night is ours.
Come, come, light up the fire,
Come, come, join in the ring,
Here find dreams to inspire,
Stories to tell, songs to sing.
May the smoke of this fire carry your thoughts heavenward,
And make your hearts strong for Scouting.

Campfire Openings - 6

As our campfire smoke curls upward,
May all that is evil go along with it,
And may some kind evening breeze waft it away,
Never to be seen again,
And may peace and deep contentment be our lot.
As our campfire grows and grows,
Let the smoke from its flames rise to
Carry our troubles and bad thoughts away,
Never to be seen again.
Thank you Great Spirit in heaven,
For this fire and the friendship we will share tonight.

Campfire Openings - 7

Behold the campfire, my young wolves,
May its flames clean our hearts.
Let no unfriendly thoughts remain,
Let no hurting words be spoken.
Keep the spirit of this campfire in your heart,
For, together, its flame makes us stronger.

Campfire Openings - 8

From the North
From the South
From the East and the West,
Let all the spirits of peace come and join us.

Campfire Skits

The following section contains some possible skits that can be used in the program.

The Firing Squad

Setup: A firing squad lines up with a prisoner.

Scout Narrator: The leader of the firing squad calls out "Ready ... Aim ..."

Prisoner 1: The prisoner shouts, "Tornado!"

The soldiers all run for cover and the prisoner escapes.

Scout Narrator: Bring out the next Prisoner

A Second prisoner is brought out

Scout Narrator: The leader of the firing squad calls out "Ready ... Aim ..."

Prisoner 2: The prisoner shouts, "Landslide!"

The firing squad runs for cover and the prisoner escapes again.

Repeat this for other natural disasters.

Last Prisoner: The last prisoner is brought out and having seen the other prisoners escape decides to do the same thing except he yells "Fire" and the firing squad does.

The Fortune Teller

Setup: A small tent is set up, with an old lady sitting in front of it. This can be a Scout wrapped up in a blanket, who speaks with an old lady's voice.

Scout Narrator: Introduces Fortune Teller as a very accurate teller of fortunes who can predict a person's future by touching anything belonging to the person.

Scout Narrator: Calls up a series of Scouts

Scout Narrator: He asks the first Scout what he has brought.

Scout 1: Scout produces a pencil.

Scout Narrator: Hands the pencil to the Fortune Teller and asks her to tell the future of the owner.

Fortune Teller: Waves her hands and mumbles some words and then predicts that the owner will become a writer.

The scene is repeated.

Scout 2: A Scout produces a comb from his pocket.

Fortune Teller: Predicts that he will become a hairdresser.

Scout 3: A third Scout has a dollar.

Fortune Teller: predicts that he will become a successful banker.

The scene is repeated several times.

Scout Narrator: The Scapegoat is summoned from the audience. The announcer asks what he has to show the Fortune Teller.

No matter what the Scapegoat suggests, the Scout Narrator says it is not good enough. Either it has been done before, or it is too easy, or "That's no fun!", or any other reason.

Scout Narrator: Finally, suggest that the Scapegoat try his shoe, and makes him take it off.

The shoe is handed to the Fortune Teller

Fortune Teller: Repeats her mumbo jumbo. (If the Fortune Teller is a good pantomime, this is a wonderful opportunity to make faces, hold her nose, etc.)

Fortune Teller: Announces, "You will take a long walk in the woods!" She throws the shoe far into the woods.

The Four Seasons

Setup: The narrator narrates, everyone else is volunteers.

Scout Narrator: "I need eleven volunteers for this skit."

Scout Narrator: "This skit is called the Four Seasons. You three are trees. You three are leaves in trees, get up in the trees. You're poison ivy, cling to the roots of one of the trees.

Scout Narrator: Pick a scapegoat. Tell the scapegoat that "You're tree's blood, you run through the trees" and make the scapegoat run around the trees

Scout Narrator: You two are birds, flit from tree to tree and sing. And you're the babbling brook. You have to babble." "Babble babble babble babble ..."

Scout Narrator: "In the spring, the leaves come out on the trees. The birds flit from tree to tree."

Scout Narrator: "In the summer, the leaves open up and the sun shines down on the forest. The birds form flocks"

Scout Narrator: "In the fall, the leaves drop from the trees. The birds fly away south."

Scout Narrator: "In the winter, the brook freezes and stops babbling.

Scout Narrator: All seems still in the forest.

Scout Narrator: But beneath it all there is still life. Look! The sap is still running!"

The Highest Tree climber in the World

Setup: Tree climber is hidden in the woods and is able to ruffle a bush or tree.

Scout Narrator: You know, they say there's this really good tree climber trying out for the Olympics. I wonder if he's practicing around here.

Scout Narrator: Call out and see! Hey! Tree Climber! Are you around here?

Climber: Yep!

Scout Narrator: You practicing?

Climber: Yep!

Scout Narrator: How high are you?

Climber: Oh, not high. About 100 feet.

Scout Narrator: Wow! Can you go higher?

Climber: Yep! (Ruffles tree.) Now I'm at about 200 feet.

Scout Narrator: Fantastic! Can you go higher?

Climber: Yep! (Ruffles tree.) Now I'm at about 275 feet.

Scout Narrator: Neato! Can you go higher?

Climber: Yep! (Ruffles tree.) Now I'm at about 325 feet.

Scout Narrator: Great! Can you go higher?

Climber: Yep! (Ruffles tree.) Now I'm at about 400 feet.

Scout Narrator: Gee! I'm amazed!

Scout: Excuse me, Sir, but I have a book here that says that the highest tree in the world is only 360 feet high!

Climber: Ahhhhhh!!!!!! (Thump!)

A Hot Meal!

Setup: 3 Lost Campers in the woods. **Note:** This one is just too gross. Don't read this one while eating lunch!

Scout 1: Boy, am I hungry! We haven't eaten in days!

Scout 2: Me too.

Scout 3: And I would just love a hot meal.

Scout 1: (Looking to ground) Wow! A rabbit! Jump it! (Scout 1 and Scout 2) jump it and catch it; they start to eat it.)

Scout 2: Ask Scout 3 "Would you like some?"

Scout 3: No thanks, I'm waiting for a hot meal.

Scout 1: Suit yourself.

A little later

Scout 2: Hey! A squirrel! Get it! Scout 1 and Scout 2 get it and start tearing it apart

Scout 1: Ask Scout 3 "Would you like a morsel?"

Scout 3: No thanks, I'm waiting for a hot meal.

A little later

Scout 1: Wow! A moose!

Scout 2: Be very quiet. Scout 1 and Scout 2 jump it and kill it; they start eating it)

Scout 1: Ask Scout 3. Look, there's plenty here, we don't need to keep it all to ourselves, even if we did get this without your help. There's too much to eat anyway. Want any?

Scout 3: No thanks, I'm waiting for a hot meal.

Scout 2: Ask Scout 3. Are you sure? You haven't eaten anything for even longer than us two.

Scout 3: No thanks, I'm waiting for a hot meal.

A little later

(After a while,)

Scout 1: Boy, I'm stuffed.

Scout 2: Me too. But I think I'm getting sick. (Throws up.)

Scout 1: I'm sick, too. (Throws up.)

Scout 3: Wow! Finally a hot meal!

Scoutmaster's Brains

Scout 1: A Scout goes to the trading post and asks to buy some Tenderfoot Scout brains

Store Owner: That'll be 25 cents.

Scout 1: OK, (money and brains exchanged).

Scout Narrator: Six months later. Same Scout back at trading post.

Scout 1: I'd like to buy some Second Class Scout brains.

Store Owner: "That'll be 50 cents."

Scout 1: OK, (as before)

Scout Narrator: Six months later

Scout 1: I'd like to buy some First Class Scout brains –

Store Owner: That'll be 75 cents

Scout 1: OK, (as before)

Scout Narrator: A year later

Scout 1: I'd like to buy some Star Scout brains

Store Owner: That'll be 1 Dollar

Scout 1: OK, (as before)

Scout Narrator: A year later

Scout 1: I'd like...Life Scout brains

Store Owner: That'll be 1.25

Scout 1: OK, (as before)

Scout Narrator: A year later

Scout 1: I'd like... Eagle Scout brains

Store Owner: That'll be 1.50

Scout 1: OK, (as before)

Scout Narrator: 15 years later the same Scout goes to trading post again.

Scout 1: I'd like to buy some Scoutmaster's brains

Store Owner: "That'll be 200 dollars an ounce"

Scout 1: 200 dollars, why so much?

Store Owner: "Do you have any idea how many Scoutmasters it takes to get an ounce of brains?"

The Short Runway

Setup: Number of Participants: 2 (If more are desired, they can be passengers, with suitable sound effects and actions.) **Props:** Seating for pilot and co-pilot, and for passengers if required. A compass.

Scout Narrator: This scene is on board a very low budget airline.

Pilot: Well, are we anywhere near the airport, co-pilot?

Co-Pilot: (peering out the window) I don't know... I see lights over there to the port. That's likely it. Bring 'er around and have a look.

Pilot: (lurching plane hard to the left) Boy, I can't tell. I wish the company would buy us some instruments.

Co-Pilot: (pulling compass from pocket) Oh, I've got my trusty compass and the sun went down about 20 minutes ago, so we've got to be on course. (Excited) Look, see that spot down there, that must be it.

Pilot: Okay, here we go. Give me 20 degrees flaps, I'm going in. (Puts plane into a nose dive, sound effects.)

Pilot: This is going to be tough. Give me more flaps, cut back the engines. (Louder) More flaps, less throttle!

Co-Pilot: (Appropriate actions and sounds, acting panicky.)

Pilot: QUICK, cut the engines, give me brakes. MORE BRAKES!

Both: (Sighs of relief) We're down, we made it!

Pilot: Boy that was a short runway!

Co-Pilot: (Looking right, then left) Yep, and wide too!

SPL's Too Tough To Be Tasty

Mamma Bear: A mamma bear (or other large carnivore) enters a butcher shop. She asks the butcher what he has special today.

Storekeeper: "Road kill possum, only \$.50/LB"

Mamma Bear: "No thanks what else?"

Storekeeper: "Fresh venison \$1.00/LB"

Mamma Bear: "No thanks... had that last week."

Proceed through several more choices each slightly more expensive than the last. The shopper refuses each one.

Storekeeper: "How about some fresh Boy Scout, \$300.00/LB"

Mamma Bear: "Three Hundred dollars a pound? Why so expensive?"

Storekeeper: "Did 'you ever try to clean one?"

Emergency Broadcast

Setup: 3 scouts and 1 narrator. Have three scouts standing in a side-by-side line. Narrator in front.

Narrator: We interrupt this campfire for an emergency broadcast!

Scouts: Beep (keep going beep for a minute)

Narrator: Now, that was JUST a test, this is what REALLY would happen in an emergency.

Scouts: (Screaming wildly, pile on each other, arms and legs flailing, or running in circles)

Engine Trouble

Setup: Pan and something to beat it with (makes a good noise). **Chairs:** Set the chairs up like in an airplane. Put your scouts in them. Put the sound effects guy out of the way. Make a pilot sit in front without anyone else.

Pilot: Welcome passengers. We have now departed and should be arriving in our destination in about 4 hours.

hit pan or other big crash noise

Scouts: look around confused*

Pilot: I regret to inform you that we have lost engine number 1. Don't worry, because this is a four engine plane. We can still make our journey, but it will take 8 hours.

Scouts: scouts complain and then finally get used to it*

Sound effect: **hit pan or other big crash noise**

Scouts: look around confused. Panic yells

Pilot: Uhhh... I have a bit of bad news. We have just lost engine 2. We can still make our journey, but it will now take us 16 hours.

Scouts: scouts start complaining more, but learn to deal with it*

Sound effect: **hit pan or other big crash noise**

Pilot: (sighs) Folks, we just lost engine number 3. Don't panic though; we can still make it even if we do have four engines, so it will work. But... it is going to take 20 hours.

Sound effect: **hit pan or other big crash noise**

Scouts: look around confused. no yells

Pilot: (in a panicky voice): Uhhhh.... We, uhhh, just lost engine number four...

(Interrupting)

Passenger: Great! Now we are going to be stuck up here all day!

Just a Campfire

Setup: About 4-8 scouts circle around the campfire. 1 scout hides offstage.

Scout Narrator: "The ancient Indians will now demonstrate how they tell time.

Indian Dancers: The Indians dance around the fire loudly. After a while they stop and pretend to listen for a sound. They dance around the fire again and listen for a sound

Offstage Scout: Shut-up, it's 2:30 in the morning!

My horse no looka so good

Setup: One small, one large scout, and another scout. The large scout is walking like a horse down the street (stage) with the third scout. The small scout walks up to them

Small Scout: "Sir, that is the most beautiful horse I have ever seen, can I buy it".

Horse Owner: The third scout says with a accent," Why you want to buy my horse, He no looka so good."

Small Scout: What are you talking about, that is the most beautiful horse I have ever seen. Please let me buy it.

Horse Owner: "Why, my horse no looka so good".

Small Scout: The small scout is starting to get upset and says, "i will give you a thousand dollars for that horse.

Horse Owner: The third scout agrees,

Small Scout: The small scout gets on the big scout and rides off, they run into a tree. The small scout walks the big scout back to the Horse Owner: and says, "You sold me a blind horse"

Horse Owner: "I told you sir, my horse he no looka so good"

Pass the Pepper

Setup: Four to five scouts squatting in a line.

Scout on Right: Scout on right says to scout on his left, pass the pepper.

Scouts go down the line and end scout passes black pepper down.

Scout on Right: Scout on right says not the black pepper, I want the pepper.

Again this goes down the line and the end scout passes the Cayenne pepper.

Scout on Right: The scout on the right says not the Cayenne pepper, I said I want the pepper.

This can go on using different types of peppers until the scout on the end says,

Scout on Left: "WHAT KIND OF PEPPER DOES HE WANT"

This goes down the line

Scout on Right: Scout on the right and he says, "THE TOILET PAPER"

Camping with Sherlock Holmes

Setup: 2 Scouts. Action 2 scouts play roles of Sherlock Homes and Dr. Watson as they sleep under the stars.

Holmes: Watson, what do you see?

Watson: Why Sherlock, I see millions & millions of stars.

Holmes: Yes, but what does it MEAN, Watson?

Watson: Well, I suppose it means the sky is clear, it won't rain, and tomorrow will be a good day.

Holmes: Yes, but does it mean anything else?

Watson: Well, I suppose that with all those stars, there is the possibility of alien life, even other intelligence. Perhaps some creature is lying on some planet looking at us.

Holmes: Interesting. But does it mean anything else.

Watson: Well, the majesty of the stars brings to mind the awe of life. In some way the heavens are evidence that we are not alone in the universe.

Uh, Sherlock, what does this all mean to you.

Holmes: Somebody stole our tent.

The Blanket Tossing Team

Setup: This takes about six guys, who form a circle around an invisible blanket, with a small invisible guy (Bruce) who sits in the middle of the invisible blanket and gets tossed.

Scout Narrator: "We're an Olympic blanket tossing team, and Bruce in the middle here is our star blanket bouncer. We'll toss Bruce a bit just to warm up. One, two, three! One, two, three! One, two, three!"

On three each time, the team lets the pretend blanket go slack, then pull it taut. They watch the invisible Bruce go up in the air, then come down, and the team gently catch him again in the blanket. Each time they toss him higher. The team has to be in sync, and they have to watch about the same spot -- the easiest way to do this is to have everyone just imitate the leader, who is the speaker.

Scout Narrator: "OK, we're all limbered up now?"

Blank Toss Team: The team murmurs in agreement. "Then let's toss Bruce a bit higher. One, two, three!"

Bruce comes up, and the team adjusts their position a bit to catch him as he comes down.

Blank Toss Team: "One, two, three!" This wait about ten seconds, and move quite a bit to get under him.

Move this way and that before finally catching him.

Blank Toss Team: "One, two, three!" twenty seconds this time, almost lose track of him, and adjust the position here, there, and here again.

Scout Narrator: "What? What's that you say, Bruce?" pause "Audience, you are in luck! Bruce wants to go for the world record blanket toss! Ready team?"

Blank Toss Team: One! Two! Thu-ree!!!" A mighty toss! The team shifts positions, like trying to catch a high fly ball.

Scout Narrator: "There he goes! He's past the trees! He's really up there!" pause, looking hard into the sky "Do you see him? I've lost him.

Scout Narrator: Where'd he go?" another pause

Blank Toss Team: "Oh well." The team leaves the stage, and the program continues.

After another skit and song, and preferably in the middle of awards or announcements of some sort

Scout Narrator: "Bruce! Quick team!" The blanket tossing team runs back on stage, positions themselves this way and that, and catches Bruce.

Scout Narrator: "Let's have a big hand for Bruce! Yay!!!"

Cliff Top Turmoil

Setup: Need Scoutmaster and four scouts. Setting: The group is arriving on the top of a cliff to camp. The Scoutmaster is in full uniform while the scouts are all extremely rag-tag looking.

Props: One tent in a bag.

Scoutmaster: "What a gorgeous view! This is a great place to camp. But I want all you boys to stay away from that cliff edge. That's a 3000 foot drop, you you boys be sure to stay away from it."

(The boys are paying no attention whatsoever. The Scoutmaster continues.)

Scoutmaster: "Billy, you had the pack with the food in it. Where is it?"

Billy: "It was too heavy to carry. It's back 15 miles, back where we started."

Scoutmaster: "George, you did bring the saw so we could cut the wood, didn't you?"

George: "No sir. I left it at home."

(The scoutmaster is starting to get disgusted.)

Scoutmaster: "Peter, did you remember to bring the matches?"

Peter: "Yes, I did, but I lost them on the way."

Scoutmaster: "That's great! That's just great! We have no food. We can't chop wood to build a fire. Not that we could start a fire anyway since we don't have any matches. Oh well, at least we have this great view. I see that Mike brought the tent. At Least we have that. Okay, we'll camp here. Mike, pitch the tent."

Mike: "But, sir..."

Scoutmaster (enraged): "I'm not going to tell you again. PITCH THE TENT!"

(Mike shrugs his shoulders, turns toward the cliff, and pitches it over the edge.)

Bridge to Eagle

Setup: This is a skit that Steve the Great wrote, basing it off a scene from the classic Monty Python and the Holy Grail. Change the names as necessary.

Weird man: "Halt! This is the Bridge of Truth! Whoever crosses it must answer three questions. If any question is answered incorrectly, you shall be thrown off the bridge into the Pit to Death."

Scout 1: walks up to the WEIRD MAN.

Weird man: "What is your name?"

Scout 1: Scout states Name

Weird man: "What is your quest?"

Scout 1: I seek the Eagle badge

Weird man: "What is your favorite color?"

Scout 1: "Blue." As he flies off, he shouts, "Pink!"

Scout 2: "Oh, that's easy." Walks up to the WEIRD MAN.

Weird man: "What is your name?"

Scout 2: Scout states Name

Weird man: "What is your quest?"

Scout 2: "I seek the Eagle badge."

Weird man: "What is cube root of the natural logarithm of 8,674 squared over pi?"

Scout 2: "Uhhhhh... four?" He flies off the bridge.

Senior Patrol Leader: steps up.

Weird man: "What is your name?"

Senior Patrol Leader:: Senior Patrol Leader states name

Weird man: "What is your quest?"

Senior Patrol Leader: "I seek the Eagle badge."

Weird man: "What is the airspeed velocity of an unladen swallow?"

Senior Patrol Leader: "African or European?"

Weird man: "What? I don't know!" He flies off the bridge.

Senior Patrol Leader: crosses it.

Sixty Second Skit

Setup: Two Scouts with quarterstaffs mock fighting. Two Scouts enter from either side of the campfire circle. They begin a series of carefully choreographed movements with the quarterstaffs (striking each other's staffs, poking at each other, etc.) all in slow motion.

Scouts: each one counts "1-2-3-4-5..." etc., taking turns, until they reach 60. When they reach 60, they both stop face the audience and announce:

Scouts: "We have just wasted one minute of your time"

Energy Saver

Setup: Six Scouts in uniform and one den leader in uniform. Den meeting place, decorated as desired. Den leader sits at a table. As skit opens, all Scouts arrive together and sit down.

Den Leader: Today, let's take turns and tell how we can help to conserve energy in our homes.

Scout 1: I know a good way. My mom doesn't use her clothes dryer as much as she used to. She uses a new solar energy device called a clothesline and hangs her laundry outside to dry in the sunshine.

Scout 2: My dad said that if we filled a plastic bottle with water and put it in the tank in the bathroom, it would cut down on the amount of water used for flushing.

Scout 3: Did you know that if you take showers you use a lot less water than if you take baths? Mom even uses a timer, and we have learned to take 3-minute showers at our house.

Scout 6:(Starts to slowly fall asleep.)

Scout 4: We keep the drapes closed on summer days and keep them open for light and warmth in the winter.

Scout 5: we keep the damper in our fireplace closed whenever we aren't using it. If it's left open in the winter, the warm air in the house escapes up the chimney and that's a waste.

Scout 6: (Is now completely asleep)

Den Leader: Johnny, do you have anything to add about saving energy? (She turns to see that he is fast asleep.) I guess Johnny is the best energy saver of us all.

Secret to Ice Fishing

Setup: Two Scouts ice fishing. Need candy gummy worm(s) as prop.

Scout 1: Enters and pretends to ice fishing.

Scout 2: Enters and greets Scout 1, commenting on the cold weather.

Scout 1: Mumbles a greeting (mouth full) and then Scout 1 catches a fish, then another, then another.

Scout 2: Watches amazed and asked "What's your secret?"

Scout 1: Answers with a mumble. This can be drawn out with hilarious results. Finally the 1st scout slowly pulls a gummy (candy) worm from his mouth and exclaims proudly "You gotta keep the worms warm!"

Puppy in the Box

Setup: A box, a stuffed dog or cat etc. 4 people

Announcer: This scene takes place outside a supermarket on some idle Tuesday. (Then exits)

Scouts 2 and 3 are standing in the middle of your area.

Scout 1: Walks in holding the box with the dog inside.

Scout 1: Says: Hey dudes, can you chill with my box for a sec, I need to get some doughnuts.

Scouts 2 and 3: Sure man.

Scout1: hands them the box and walks off.

Scout 2: I wonder what's in the box dude.

Scout 3: I dunno, but something yellow is leaking out man.

Scout 2: swipes his finger under the box, licks it and says It tastes like lemon soda to me dude.

Scout 2: does the same and says, Na man, it's more like chicken soup.

Scout 1: reenters and takes his box and says: Thanks for holding my box dudes, then opens the lid and pulls out a dog, cat, etc. and says: YOU NAUGHTY PUPPY etc.

Run On: Squirrels

Setup: 2 Scouts

Scout 1: Just standing there

Scout 2: Runs On Yelling frantically they are after me they are after me

Scout 1: "what's wrong?"

Scout 2: "They are after me!"

Scout 1: "Who's after you?"

Scout 2: "The squirrels are after me they think I'm nuts"

Scout 2: Scout runs off

Peanuts

Setup: Narrator, 3 Scruffy guys, Curious Person, Peanuts. The setting is a building roof

Narrator: explains that these four guys are on the top of a building and looking over the edge.

Curious person: What are you guys looking at?

Scout 1: I threw Peanuts over the edge of the building.

Scout 2: I threw Peanuts over the edge of the building.

Scout 3: I threw Peanuts over the edge of the building.

Scout 4 (Peanuts): "comes crawling up to the top of the building.

Curious person: Who are you?

Scout 4 (Peanuts): I'm Peanuts! (Passes out.)

The Viper

Setup: 4 Scouts, The Viper, rags & bucket

Scout 1: (Comes running in) The viper is coming in an hour! Hide! (Runs out)

Scout 2: (A moment later; runs in) The viper is coming in half an hour! Run! (Runs out)

Scout 3: (A moment later; runs in) The viper is coming in 15 minutes! Call for help! (Runs out)

Scout 4: (A moment later; runs in) The viper is coming in 5 minutes! Save yourselves! (Runs out)

Scout 5 (The Viper): (A moment later, with props) Hello! I'm de Viper! Vere's de Vindows?

Bear Hunt

Setup: This skit takes place in the woods with a bear and two hunters

Scout 1: (Whispering) Ah! There's a bear! I can shoot it and I'll have my take for the day!
(Bang! And the bear falls down.) Well, I'll go get some rope to drag it.

Scout 2: No! It's mine!

Scout 1: Hey! I shot that bear myself. It's clearly mine.

Scout 2: Look. You couldn't have shot that bear if I didn't drive us here.

Scout 1: Well, I've got news for you. I just killed that bear. It's mine.

Scout 2: And another thing, ...

The two continue arguing when all of a sudden, the bear rises,

Bear: growls, and frightens the two hunters away.

Camp Coffee Sketch

Setup: Four Scouts and a large cooking pot and mugs for actors.

Scout 1: (Walks to pot carrying his mug. He dips his mug in and brings it up to his lips for a drink) "This camp coffee is getting worse".

Scout 2: (Walks to pot carrying his mug. He dips his mug in and brings it up to his lips for a drink) "This camp tea is getting worse".

Scout 3: (Walks to pot carrying his mug. He dips his mug in and brings it up to his lips for a drink) "This camp hot chocolate is getting worse".

Scout 4: (Walks up to pot, dips his hands in and takes out a pair of wet socks. As he wrings them out he says) "I thought that would get them clean!"

Climb That

Setup: Two Scouts meet, and the first scout begins to brag he can climb anything.

Scout 1: "Can you climb that tree?"

Scout 2: "Sure I've done it lots of times."

Scout 1: "Can you climb the steep hill over there?"

Scout 2: "No sweat, no problem for me."

Scout 1: "How about the Empire State Building?"

Scout 2: "Done it, did it."

Scout 1: "How about Mount Everest?"

Scout 2: "Boy that was a cold day, I've done that too. I told you I am the world's greatest climber, I can climb anything!"

Scout 1: "I'll bet you ten bucks I can show you something that you can't climb."

Scout 2: "You're on!"

Scout 1: pulls out a flashlight and shine the beam up into the sky "all right climb that!"

Scout 2: "Are you crazy? No Way!"

Scout 1: "I knew you would back out, now pay up!"

Scout 2: "I won't pay because it's not fair. I know you, I'd start climbing and I'd get half way and you'd turn the flashlight off!"

Gathering of the Nuts II

Setup: One scout acts as Vincent Van Go Go. Scouts and Adult Leaders are selected from the audience as part of the joke.

Vincent: I am the famous artist, Vincent Van Go Go. I have come here this evening at great expense to create one of my living nature paintings which will express the atmosphere of this

camp! First I am going to need some trees. (Two trees are selected from the participants in the audience, and are directed where to stand. They wave their arms gently.)

Vincent: Now I will need some birds to twitter among the trees.

(Three birds are selected and they move around the trees making twittering sounds.)

Vincent: (Stands back to view scene) Perhaps a sun to shine on everything. (A tall participant stands on a bench and smiles brightly.)

Vincent: (Again viewing) It's not right yet. I know, some rabbits hopping around. (Assistant Leaders are chosen for rabbits)

Vincent: One last touch. A babbling brook. Scouter, will you be the brook, you're always babbling ? (The brook takes his place.)

Vincent: (Turns to audience) There it is, another Vincent Van Go Go original nature scene. I call it "The Gathering of the Nuts."

First Aid Class

Setup: Five or more Scouts. The one who is teaching the class gives each of them a triangular bandage and stands out in front to lecture them. Triangular bandages or any other First Aid equipment which may be introduced.

Instructor: "Now the first thing to remember is to keep your bandages sanitary always,"

One pupil drops his, on the ground and steps on it in picking it up.

A second rubs off his shoes with his and another one wipes his face on his.

Instructor: Goes on talking and asks each one to tie certain bandages.

All Scouts tie the crudest and worst bandages they can

Instructor: looks them over, and says, "That's fine, you're learning fast." Then he says that enough bandaging has been done and that they'll have an oral quiz.

Instructor What is the treatment for fainting?

Scouts: Answer: Reviving them. (Teacher says "right").

Instructor: What would you do for bleeding from cuts on the head?

Scouts: Answer: Put a tourniquet on the neck. ("Right.")

Instructor: What do you do for a broken leg?

Scouts: Answer: Cut it off.

Instructor: What is the treatment for burns?

Scouts: Answer: Pour water on them.

Instructor: What do you do with a drowned person?

Scouts: Answer: Bury him.

Instructor: What do you do for sun stroke?

Scouts: Answer: Hit back with a moon beam.

Instructor: What do you do if a dog bites you?

Scouts: Answer: Bite him back.

Any number of questions of this sort may be used to good advantage as long as the characters do not laugh.

Instructor: To end it, the instructor says, "Well, I guess you fellows know more about this than I do, we might as well quit."

George Washington and the Cherry Tree

Setup: 4 scouts required. 3 scouts sitting around a campfire with one scout acting as the adult leader.

Leader: We need to reflect on our day at camp. For the most part, I think it was a great day. What do you think?

Scouts: yeah! great! really good!

Leader: But, there was one instance that we need to take care of. I'm sure you know what it was. I only want to ask once - who rolled the tent over that cliff over there?

Scouts: Not me! I didn't! It wasn't me! Don't look at me!

Leader: OK, let me tell you a little story about our first president, George Washington. George's dad had a cherry tree that produced lots of cherries every year. One day, when George's dad came home, his cherry tree had been chopped down.

Scouts: Huh! Hmmm! Uhuh!

Leader: Yep, and when George's dad asked him 'Son, did you chop down my tree?', George, being honest and brave, replied 'Yes sir, I did it.' Well, George's dad said 'Since you told me the truth, we'll pick all the cherries and make a big cherry pie for you.'

Scouts: Wow! Really! Huh!

Leader: Now, one last time - Who pushed the tent over the cliff?

Scout #1: Not me!

Scout #2: I didn't!

Scout #3: (sheepishly replies) It was me.

Leader: (mad and grabs the scout by the arm to take him away.) Come on, then! You're going home!

Scout #3: But George Washington got a cherry pie for telling the truth!

Leader: George Washington's father wasn't in the cherry tree when George Washington cut it down!

Pink Cadillac

Setup: 3 scouts required. Hunting guide is laying down center stage with his ear to the ground as if listening for something. 2 hunters walk on stage and look at guide

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

Hunter #2: Relax. My buddy said he was really good. He's probably listening for wild animals.

(Hunters walk over to Guide)

Hunter #2: Well, what is it?

Guide: (without moving) Two guys in a pink Cadillac. The grill is missing and it has a broken headlight. The paint is scraped on the right fender. The driver is wearing a green coat and a cowboy hat. The other guy is wearing a brown coat and a stocking cap.

Hunter #2: See? I told you he was good!

Hunter #1: Amazing! You mean you can tell all that just from listening to the ground?

Guide: No way! They just ran over me!

Not Enough Parachutes

Setup: 4 scouts required (Pilot, President, Scout, Smartest Man in the World). Line up 4 chairs in a column sideways to the audience. These are the seats on the plane. Pilot stands by the plane. Notes: scouts should sit with scout in back, then smart man, then president, then pilot in front.

Pilot: (to arriving passenger) Good afternoon. Please tell me who you are so I can cross-check our passenger list.

President: (quite importantly) I am the President of the United States.

Pilot: Welcome aboard, Mr. President. Please take a seat.

Pilot: (to arriving passenger) Good afternoon. Please tell me who you are so I can cross-check our passenger list.

Smart Man: (very importantly) I am the Smartest Man in the World. I've just been awarded this wonderful 'Smart Guy' award and I'm heading to my laboratory to think about important things.

Pilot: Welcome aboard, sir. Please take a seat.

Pilot: (to arriving passenger) Good afternoon. Please tell me who you are so I can cross-check our passenger list.

Person: I am a Scout on my way to [make up something specific for your group].

Pilot: Welcome aboard. Please take a seat.

Pilot: (takes seat in cockpit) This is your pilot. We are cleared for take-off. Please buckle your seatbelts and enjoy the ride. (plane takes off and everyone looks out the windows for a few seconds.)

Pilot: (looks nervously at controls. Taps instruments, then addresses passengers) I'm sorry to report that we have a major malfunction. The plane is losing altitude and we will crash in 2 minutes. We will need to parachute to safety. Please follow me. (as he walks to rear of plane, president, smartest man, and scout fall in behind him.) (pilot counts parachutes and addresses passengers.)

Pilot: I have more bad news. We only have 3 parachutes.

President: (pushing past pilot to rear and grabbing a parachute) I am the President! My country needs me! (and he jumps out)

Smart Man: (pushing past pilot to rear and grabbing a parachute) I am the world's Smartest Man! I must live so I can do important things! (and he jumps out)

Pilot: (to scout) Well, there's only one chute left. You take it. I guess the pilot will go down with his ship.

Scout: Actually, there are 2 chutes left.

Pilot: Really? How is that possible?

Scout: Well, the Smartest Man in the World just jumped out with my knapsack!

Retired Scoutmaster

Setup: Equipment A blanket and a tall staff or walking stick.

Announcer: "An old man in the city."

Old Scout: A scout drapes the blanket around his shoulders, hunches over, and leaning on his staff, slowly walks across the stage.

Gang of Scouts: A group of boys run up to him and pretend to beat him up until he falls to the floor. Then they run away. A voice offstage says,

Repeat the above, and after the boys run away, the voice says,

Announcer: "An old man in the country."

Old Scout: When the group of boys attacks the man again, he swings into action, using his staff like a ninja with a few karate yells thrown in. He stops when all of the boys are unconscious on the floor. He then puts his blanket around his shoulders and walks offstage using his staff.

Announcer: The voice offstage says, "Retired Scoutmaster."

Bear Chase

Setup: Two scouts wearing boots, one pair of tennis shoes, and a campfire. The two scouts are sitting around the camp fire.

Scout 1: Turns quickly as if he heard something, then bends over to put on his tennis shoes.

Scout 2: What are you doing?

Scout 1: I am putting on my tennis shoes.

Scout 2: I can see that, why are you putting on your tennis shoes?

Scout 1: There's a bear coming into camp.

Scout 2: How will tennis shoes help, you can't outrun a bear!

Scout 1: I know I can't outrun the bear, I just have to outrun you.

PLC Meeting

Setup: 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.

News reporter: In confidential tones, the reporter explains that this is an important meeting of the Patrol Leaders Council, 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",

Scouts at PLC: 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.

Senior Patrol Leader: Announces, "It is decided; a Large pizza with mushrooms, onions cheese, sausage and pepperoni and hold the anchovies." "All: Agreed!"

The Smart Scout

Setup: A young Eagle candidate is brought in for his Eagle Board of Review.

Scoutmaster: Asks scout if he has completed all of his required Merit Badges?

Scout: The scout says, "Well, maybe so and maybe not".

Scoutmaster: The Scoutmaster asks the Scout if he has lived with scout spirit?

Scout: The scout replies, "Mmmm..now & then".

Scoutmaster: Scoutmaster, impatient now, asks if him where he did his Eagle project and the scout replies "here and there". The Scoutmaster dismisses the Scout.

Scout: The Scout asks "when will I receive my Eagle award. The Scoutmaster smugly says, "Oh, sooner or later."

Sounds of the Lost Scoutmaster

Setup: Storyteller, Bird, Frog, Tree, Breeze, Lost Scoutmaster. A quick 2-person skit, if the Storyteller, the Lost Scoutmaster or last minute volunteers do the sound effects. Storyteller is telling the story to the campfire crowd, while the other actors, with the exception of the Lost Scoutmaster, have the option to hide in the woods, sit in the crowd, or stand beside the story teller. I suggest the first, for effect. The Lost Scoutmaster, however, must hide in the woods.

Storyteller: You know, I love camping. It's not like being in the city at all. You hear sounds that you can only hear out in the country. For instance, lots of birds. (Bird chirps a lot, sings a bird song.) Ah, isn't that lovely? And the frogs. They have one of those great sounds. (Frog calls out ribbit sounds.) And though there's breeze in the city, it's just not the same as the breeze in the country. (Light breeze being called out.) Let's face it; there are trees in the city, but how many? The breeze through a forest is so nice (Light breeze, slight swishing of the trees.) But the sound I love to hear the most when I go camping is the sound of the Lost Scoutmaster.

Lost Scoutmaster: Heavy thumping of the feet; calls out, "Where in the world am I?"

Why Are You Late?

Setup: The cast is a Boss and 4 Workers. The skit takes place in an office.

Boss: (to worker #1) Why are you late?

Worker #1: (Rushing into work, breathless.) Sorry I'm late, Boss. My car broke down, so I took the bus. But the driver hit a tree, so I had to take a cab. And it broke down, too. Fortunately, I was near a farm so I borrowed the horse. But it ran so fast that it had a heart attack and collapsed. I had to jog the rest of the way!

Worker #2 & 3: come in late with exactly the same excuse. The boss becomes a little bit more exasperated each time, until #4 finally comes in, late of course.

Boss: Why are you late? No, wait. Let me guess. Your car broke down, so you took the bus. But the bus driver hit a tree, so you took a cab. And it broke down too. Fortunately, you were near a farm and so you borrowed the horse. But it ran so fast that it had a heart attack and collapsed, so you had to jog the rest of the way, right?

Worker #4: No boss, you got it all wrong! The streets were so crowded with broken down cars, buses and cabs, trees, dead horses, and worst of all some crazy joggers that I couldn't get through!

You Need a Tie, Sir

Setup: This skit needs a 1 scout acting as Person walking in the desert, 3 Tie Salesmen, and a Maitre d'

Scout 1: (Gasping) Water! I need water!

Tie Salesmen #1: Sir! Would you like to buy a tie? This one would look so good on you!

Scout 1: I want water, not a tie!

Tie Salesmen #2: (After a pause) Sir! We're having a tie sale. Would you like to buy a nice tie for a great price?

Scout 1: I'm dying of thirst, and you want to sell me a tie?

Tie Salesmen #3: (After a pause) Sir! I have these fine silk ties at reasonable prices. Would you care to look at my stock?

Scout 1: Sheesh! What kind of people sell ties in the middle of the desert to thirsty people? (After a pause; looks to the distance) An oasis! I'm saved! (Scrambles over.) Sir! Please! I would like to buy a glass of water!

Maitre d': I'm sorry Sir, but you can't enter this restaurant without a tie.

No, you find a skit!

Setup: Two scouts, 1 SPL:

Scout 1 and 2: Action two scouts stand in front of the group and start playing rock, paper, scissors both choosing rock each time.

SPL: A third scout walks on stage and says, "you need to come up with a skit, fast," then walks off.

Scout 1: One scout says to the other, "you do it!"

Scout 2: The other scout remarks, "no you do it!" (Both start to look annoyed).

Scout 1: The first scout then says, " Okay, I know how we can settle this." the two start to play again (choosing rock every time. The third scout then returns to the stage: have you figured out a skit yet. the first two scouts look at each other then at the SPL.

SPL: Find a skit now! (walks off)

Scout 1 & 2: The two remaining scouts again begin to argue before coming to the conclusion once again to settle it with a game of rock, paper, scissors (again choosing rock each time). The third scout once again returns to find them playing

SPL: still nothing?

Scout 1 & 2: The two look at him and shake their heads no.

SPL: Finally says, "Fine, I've been to NAYLE. I know how we can settle this," all three start playing rock, paper, scissors. (do this for a few seconds, waiting for laughs, or lack there of,etc., then walk off stage ending the skit) And finally give up.

Hairy Hamburger

Setup: Three Scouts are need. A man sits down in a restaurant and orders a hamburger. The waiter bring out his hamburger. The man starts eating his hamburger and finds a hair in it.

Customer: Complains to waiter and another one is brought out.

Waiter: Brings a second hamburger

The second hamburger has a hair in it and is taken back. The third hamburger also has a hair in it.

Customer: Gets upset and demands to see the cook.

Cook: The cook comes out

Customer: Asks the cook how he makes his hamburgers.

Cook: The cook says that all he does is roll the meat and demonstrates making patties by placing the meat under his arm and squeezes.

Campfire Riddles

The following section contains some possible riddles that can be used in the program.

Around the Campfire

A vacationing family sitting around the campfire has the following conversation:

1. **Father:** What day is it? I am sure it isn't Tuesday, Wednesday or Thursday.
2. **Mother:** Well that's not very helpful dear. Besides yesterday was Friday.
3. **Father:** No, now that I think about it, yesterday wasn't Friday, tomorrow is Friday.
4. **Junior:** The day after tomorrow is Thursday.
5. **Susie:** You are nuts. Tomorrow is Thursday.
6. **Mother:** Actually, it's probably Thursday today.
7. **Junior:** All we know for sure is that it wasn't Sunday yesterday.

If only one statement above is true, what day of the week is it?

Solution to Around the Campfire Riddle

Number each person's statement and write down the list of days that it could be according to each statement.

1. Monday, Friday, Saturday, Sunday
2. Saturday
3. Thursday
4. Tuesday
5. Wednesday
6. Thursday
7. Tuesday, Wednesday, Thursday, Friday, Saturday, Sunday

The only day mentioned one time is Monday. Therefore it must be Monday; otherwise one of the other statements would be true.

Barrel

A man takes a barrel that weighs 20 kilograms, and then puts something in it. It now weighs less than 20 kilograms.

Solution to Barrel Riddle

He puts a hole in the barrel to make it weigh less.

Fence Painting

If it takes Alicia 3 hours to paint a fence and it takes Mark 6 hours to complete the same job. How long would it take both of them working together at their normal paces to complete the same job?

Solution to Fence Painting Riddle

Two hours.

Alicia can complete $\frac{1}{3}$ of the job in one hour and Mark can complete $\frac{1}{6}$ of the job in one hour; therefore, together they can complete $\frac{1}{3}$ plus $\frac{1}{6}$ or $\frac{1}{2}$ of the job in one hour.

Consequently, the entire job can be completed in just two hours. Or, you can figure it by saying $(a \times b)/(a+b)=\text{time spent}$.

Horse Legs

A horse travels a certain distance each day. Strangely enough, two of its legs travel 30 kilometers each day and the other two legs travel nearly 31 kilometers. It would seem that two of the horse's legs must be a kilometer ahead of the other two legs, but of course this is not the case. Since the horse is quite normal, how is this situation possible?

Solution to Horse Legs Riddle

The horse operates a mill and travels in a circular clockwise direction. The two outside legs will travel a greater distance than the two inside legs.

1,000 Bucks

A man told his son that he would give him \$1000 if he could accomplish the following task. The father gave his son ten envelopes and a thousand dollars, all in one dollar bills. He told his son, "Place the money in the envelopes in such a manner that no matter what number of dollars I ask for, you can give me one or more of the envelopes, containing the exact amount I asked for without having to open any of the envelopes. If you can do this, you will keep the \$1000."

When the father asked for a sum of money, the son was able to give him envelopes containing the exact amount of money asked for. How did the son distribute the money among the ten envelopes?

Solution to 1,000 Bucks Riddle

The contents of the ten envelopes (in dollar bills) should be as follows: \$1, 2, 4, 8, 16, 32, 64, 128, 256, 489. The first nine numbers are in geometrical progression, and their sum, deducted from 1,000, gives the contents of the tenth envelope.

Locked in a Cell

Two convicts are locked in a cell. There is an unbarred window high up in the cell. No matter if they stand on the bed or one on top of the other they can't reach the window to escape. They then decide to tunnel out. However, they give up with the tunneling because it will take too long. Finally one of the convicts figures out how to escape from the cell. What is his plan?

Solution to Locked in a Cell Riddle

His plan is to dig the tunnel and pile up the dirt to climb up to the window to escape.

The President

The 22nd and 24th presidents of the United States had the same mother and the same father, but were not brothers. How was this possible?

Solution to the President Riddle

They were the same man. Grover Cleveland served two terms as president of the United States, but the terms were not consecutive.

100-Meter Race

Mick and John were in a 100-meter race. When Mick crossed the finish line, John was only at the 90 meter mark. Mick suggested they run another race. This time, Mick would start ten meters behind the starting line. All other things being equal, will John win, lose, or will it be a tie in the second race?

Solution to 100-Meter Race Riddle

John will lose again. In the second race, Mick started ten meters back. By the time John reaches the 90-meter mark, Mick will have caught up to him. Therefore, the final ten meters will belong to the faster of the two. Since Mick is faster than John, he will win the final 10 meters and of course the race.

Truth Tellers

Larry has been wandering for days and is lost in Liars and Truth tellers Town. He desperately needs to ask directions from a Truth teller. He stops a group of three women and asks if they are Truth tellers. The first woman says: "Two of us are Truth tellers." The second woman says: "Only one of us is a Truth teller." The third one adds: "The last woman who spoke is telling the truth." Which of the women are truth tellers?

Solution to Truth tellers Riddle

Larry should find someone else to ask, because none of the three women can be Truth tellers. The second and third women's statements are not true, because they contradict each other. This makes the first woman's statement also false.

Beggar's brother

A beggar's brother died, but the man who died didn't have a brother. How could this be?

Solution to Beggar's Brother Riddle

The beggar was a woman.

Fruit

A farmer in California owns a beautiful pear tree. He supplies the fruit to a nearby grocery store. The store owner has called the farmer to see how much fruit is available for him to purchase. The farmer knows that the main trunk has 24 branches. Each branch has exactly 12 boughs and each bough has exactly 6 twigs. Since each twig bears one piece of fruit, how many plums will the farmer be able to deliver?

Solution to Fruit Riddle

None. A pear tree does not bear plums.

3 Cent Stamps

How many three cent stamps are in a dozen?

Solution to 3 Cent Stamps Riddle

A dozen, although you probably said four.

Campfire Mysteries

The following section contains some mysteries that can be used in the program.

The Case of the Bad Note

John, the police detective, arrived at the scene. What they saw was a great mess -- the house had been ransacked and had everything broken. They found Mr. Peabody, an older gentleman, dead and his head bloody, apparently having been hit on the head with his cane several times.

"I had been out for a half hour to buy a loaf of bread," she said. "Normally I get it delivered, but it's such a nice day now that that rainy spell is over. When I returned, Geoffrey was lying on the floor!"

Mrs. Peabody had said that her husband owned a large, very expensive diamond ring and was no doubt the motive for the theft because she couldn't find it, and the Jones' had been written up in the paper after they had paid a record price for it at a local auction.

Mrs. Peabody was perplexed by the thoroughness with which the thieves had wrecked the house -- they had even split open their large wine vat down in the basement they sometimes used to fill with wine when they had large parties.

Soon after, a police officer came up to the Chief and showed him a typed letter that he'd found hidden away in the desk that had apparently been written by Mr. Jones just after he'd been beaten, shown by a few typing errors.

Dear Martha,

These thieves are quite violent. They've even split open the cat! I know they are looking for the ring, but so far I've been able to hide it from them. They must be arrested before they can do

this kind of thing again. So that you can find it after they've left, look in the cane; that's where I've hidden it.

With my love,

Geoffrey"

The officer was rather confused. Mrs. Peabody said that they never had a cat, and the officer said that they'd made a thorough search and couldn't find a dead cat anywhere. They had also checked his cane, and finding that it opened, were elated until they couldn't find the ring. Apparently, the officer noticed, the thieves found the note and looked in the cane to find the ring.

John looked at the note and thought for a few minutes. He said, "I believe they may not have found the ring. I know where Mr. Peabody hid the ring."

Question: Where did he hide it?

Answer to the Case of the Bad Note

Old man is robbed & beaten for jewelry (dies) -- types a letter telling about what happened -- split open the "cat" (wine vat) and jewels hidden in the "cane" (weather vane) -- c and v are next to each other on typewriter & mixes them up in his dazed state.

The Case of the Whitewashed Windows Mystery

A street of stores was having problems. Just about every morning, a store owner would walk up to his store and find that his window had been whitewashed. And every day, the association would be more annoyed as members pitched in to wash the windows before the stores opened.

Finally, one store owner who had not yet been hit decided to stay in his store overnight in the hopes of catching the guilty party.

He set himself up and found himself falling asleep around two in the morning when a loud clap of thunder outside shook him awake. He looked outside and saw it begin to rain very heavily. The rain was pounding hard against his front window.

Satisfied that it was only the storm, he decided to sit down again, and he fell asleep again.

The thunder woke him up again at six in the morning. It was raining as hard as it had been earlier. He found that his window apparently still hadn't been painted. He went to the back room of his store for a few minutes and washed his face. When he came out, he saw his window had been whitewashed. "At least we won't have to wash a window today."

Annoyed, he looked out the door, and seeing the paperboy, he called out to him. "Boy! Did you see anyone around here who may have whitewashed my window? I want to catch that person!"

He answered that he had seen someone about twenty minutes earlier running away from the store with a large can and a brush, but was unable to catch him.

The storekeeper told him, "If you don't tell me the truth, I'll call the police and have them ask the questions!"

Question: What did he mean by that?

Answer to the Case of the Whitewashed Windows

Store windows are whitewashed -- one storeowner stays in store overnight -- 2 am heavy rain -- 6 am wakes up, no whitewash on window, still raining hard -- takes 1/2 hr shower -- comes back and is whitewash -- asks paperboy that he saw it done 20 minutes earlier -- paperboy guilty as whitewash wouldn't last that long in the rain

The Case of the Stolen Painting Mystery

John, always the obliging police detective, walked down the street to visit Mrs. Peabody. She had called him to help her with a mystery she had. It seemed that her prized painting was missing.

John wondered about what he would say to Mrs. Peabody as he tried to keep his hat on, as a brisk wind was trying to blow it off his head.

He rang the doorbell. Mrs. Peabody came to the door and invited him in to her living room. It had lovely furnishings -- some old but well kept chairs, a sofa, a coffee table and a large television. One wall seemed empty compared to the others -- Mrs. Peabody explained that this was where the painting had been.

"I had been out for a half hour to buy a loaf of bread," she said. "Normally I get it delivered, but it's such a nice day now that the snow has all melted. When I returned, my painting was gone!"

"I'll try to find out what I can," John assured her when he left Mrs. Peabody's House.

First, he went to a neighbor's house. He'd said that he'd looked out the window and noticed someone running away and tossing a .22 caliber gun into a snow bank. Conversation continued and the neighbor asked John, "Can I look at your gun? I'm really fascinated by them, even though I don't know a thing about them." John refused as it was against the rules to show someone an officer's gun.

John started to get suspicious, but left and decided to speak with Mrs. Peabody's son, who apparently had been visiting earlier that day. He said that he'd been by because he'd seen the smoke rising straight up from the chimney, and figured his mother was in, so he went to visit.

Question: Finally, he went to speak to Mrs. Peabody and told her who had stolen her painting. Who was it?

Answer to the Case of the Stolen Painting

Mrs. Peabody's painting -- son and neighbor involved -- son because it was very windy but claimed to see smoke going straight up -- neighbor because claimed to see .22 caliber gun thrown in snow bank (snow had melted) yet says knows nothing about guns

The Case of the Missing Bullet

Mrs. Peabody called the police again. It seemed that there had been a thief in the house earlier with a gun. She'd just come in from her trip to the store to buy a loaf of bread. "Normally I get it delivered, but it was such a nice day now that that heat wave is over," she said.

When they arrived, John looked around the kitchen and at the closed window Mrs. Peabody had shown them -- the one with the two bullet holes. A sergeant, noticing a tree in line with the window, had an officer go out and see if he could find any bullets embedded in it.

John looked around, and only noticed that a toaster and knife caddy knocked to the floor near the window. "I left everything as I found it," Mrs. Peabody claimed.

The officer came back into the house and said, "I could only find one bullet in the tree." The sergeant, looking at the window, said, "There were two shots -- look, two holes. And both aim straight at the tree. Look again, harder this time."

The officer looked again, but with no results. When he came back in, John said that he didn't need to look any longer.

Question: Why?

Answer to the Case of the Missing Bullet

Two holes in the window, check for two bullets -- can only find one in the tree -- only one bullet as the window was open at the time the gun was fired

The Case of the Burning Attic

This time, Mrs. Peabody's house was a bit of a wreck. She'd had a fire in the attic and although little damage was done to the rest of the house, the attic needed a lot of work. Fortunately, most of what was in the attic was saved.

Mrs. Peabody wasn't in, as usual, because she'd been out buying a loaf of bread. "It was such a nice day," she said. "I thought I would save the deliveryman the trouble."

After the firemen were finished, John looked around for some evidence. He found a few cobwebs and pool of melted candle wax nearby.

Her butler said he was assisting the cook with some crates of food they'd received for a party later in the week.

The maid said that it was her mistake that she'd dropped the candle. She'd been up in the attic to look for some jewelry Mrs. Peabody asked for to use at her party. Before she could do anything, the cobwebs all over caught and started to burn, and all she could do was run out of the attic and close its door.

John looked at her and said, "If you stop lying now, things will be easier for you."

Question: Why did he say that?

Answer to the Case of the Burning Attic

Maid goes into cobweb infested attic -- drops candle -- claims that the cobwebs caught fire -- guilty of arson as cobwebs don't burn

The Case of the Funny Hamburger

A man had been shot in a store and died soon after. The coroner estimated that the exact time of death was about 5:30. The shopkeeper confirmed it by saying that he'd only been shot a few moments before.

To get as much information as possible, John went across the street to the McDonald's to ask questions and to get a hot fudge sundae.

John got his sundae then asked for the manager. "I'm a police officer, and I'm looking into the death of this person." He showed him a picture of the dead man, found in the man's wallet. The manager said that he remembered the man coming in at about 6:00 to order some food and that he had served him himself. John asked if he was sure about the time. The manager said he was because he'd just come in to work a few minutes before and started to help with a sudden rush.

John arrested the manager on suspicion of murder.

Question: Why?

Answer to the Case of the Funny Hamburger

Murder and waitress at McDonald's -- time of death determined at 7:30 -- claims saw at 7:35

The Case of the Missing Ten Dollar Bill

One week a few years ago when I was up here, it was a strange week with the weather. Some days it would be swelteringly hot, and on others it would be very cold and rainy.

A Cub came up to me on one of those cold, rainy days and said that he was missing \$10 from his tent and was sure it had been stolen. He even figured who the person was, and he was from the next tent. After determining that the money was indeed missing by helping him check through each part of his bag and all his pockets, as well as under his bed and in his sleeping bag, I approached the leader from the tent next door to see if his boys knew anything about the money.

The leader asked around, and the boy who was thought to have taken it said that earlier in the day, when everyone was in the dining hall and he was late, he'd seen the money blow onto the floor because of the wind. He said he'd seen this because the sides were up as usual. When it blew out of the tent, he started to chase it so that it wouldn't blow away, but soon it started to blow down the hill and into the lake and it was too late.

The leader took the boy aside and told him that it would be a good idea to confess to the crime and give back the money, and that he wouldn't get into trouble if he did it right away.

Question: How did the leader know the boy was lying?

Answer to the Case of the Missing Ten Dollar Bill

Tent sides up (not on a rainy day), saw \$10.00 blowing in the wind from off the tent floor

The Case of the Train Robber

Johnny, the famous train robber, was so good at robbing trains that he never carried more than one six shooter -- and no more than six bullets -- at a time. Everybody knew this because he would always shoot a few warning shots but never carried any extras because he got what he wanted before running out, and as such didn't need any more bullets. One day he heard of yet another train to rob. He had it all planned out how he would go about robbing the train. He thought it was foolproof. He hid on his horse near the tracks and waited for the train to pass by.

The train left the station and suddenly, the people on the train saw a train thief on his horse come out and start to chase the train. He got near the locomotive, shot his gun once toward the cabin in the hopes that the engineer would slow down. The engineer got a glimpse of the rider and was could tell it was Johnny. So he didn't slow down. The rider slowed down a touch and tried to get on the train, but it was going too fast. He shot his gun twice again, and then the train started to go into a tunnel through a long mountain range. When it emerged, they encountered the rider again, and the engineer looked again and still only getting a glimpse, and thought he saw Johnny. He was surprised because it was such a long distance around the mountains. The rider started shooting again, and let out two shots. Finally he was able to get on the train. To scare the people, he shot twice again.

Fortunately, the police were on the train to protect its delivery, knowing that Johnny would try to steal it, and figuring it would be a good way to trap him. But when they arrested the rider, they had someone else. They were absolutely sure that he was an accomplice, and Johnny was the mastermind behind the attempted robbery.

Question: How did they know Johnny was involved?

Answer to the Case of the Train Robber

Gun with six shots and train robbery going through the tunnel

Campfire Closings

The following section contains some campfire closings that can be used in the program.

Campfire Closings - 1

As darkness creeps into our circle of light,
Embers that glow and sigh
Draw our friendship circle closer,
Whisper memories that will not die;
God's magic danced in our fire's flames,
And fills the gathering night
With mystery and a wondrous peace.
That bids safe sleep 'til morning's light.
The stars shining over us,
Their light shines before us,
Oh God of Nature,
Grant to us a perfect peace
We've shared a friendship fine and deep,
And now this circle leaves to sleep.

Campfire Closings - 2

Wood and water, wind and tree,
Wisdom, strength and courtesy,
Scouting favour go with thee.
Sparkling Thoughts

After the closing, (You need enough sugar to give everyone in the circle a small handful)

Ask the group to gather around the dying embers. Pass around the jar of sugar and quietly ask people to take some and hold onto it. When everyone is ready, together toss the sugar on the fire. You can compare the flashing sparks and quick flames to happy thoughts or simply enjoy these happy thoughts in silence.

Campfire Closings - 3

When through the woods and forest glades I wander,
And hear the birds sing sweetly in the trees,
When I look from lofty mountain grandeur,
And hear the brook and hear the gentle breeze,
Then sings my soul, my savior God to Thee,
How great thou art, how great Thou art.
Where little furred and feathered folk,
In leafy coverts hide,
And where the campfire's dusky smoke,
Blends with the eventide,
I want to breathe that smoke once more,
And live by nature's signs,
And mountain torrents muffled roar,
The silence of the pines.
Whatever you are, be noble.
Whatever you do, do well.
Whenever you speak, speak kindly,
Spread happiness wherever you dwell.
There is a destiny that makes us all brothers
None goes his way alone.
What we put into the lives of others,

Comes back into our own.
We came as strangers,
We became friends,
We part as brothers.

Campfire Closings - 4

Wood and water, wind and tree,
Wisdom, strength and courtesy,
Favor go with thee.
I sought my soul, but my soul I could not see,
I sought my God, but God eluded me,
I sought my brother -- and found all three.

Campfire Closings - 5

Deep peace of the running stream to you,
Deep peace of the flowing air to you,
Deep peace of the quiet earth to you,
Deep peace of the shining stars to you,
Deep peace of the Son of Peace to you.
Did you ever watch the campfire, when the wood has fallen low,
And the ashes start to whiten round the embers crimson glow,
Tell me, were you ever nearer to the land of hearts desire,
Than when you sat there thinking with your face towards the fire.

Campfire Closings - 6

And so, before we close our eyes in sleep,
Let us pledge each other that we'll keep
Scouting friendships, strong and deep,
Till we meet again.
Wood smoke at eventide soothes the soul,
And makes an easy ladder for a prayer.
May the smoke of this fire
Carry your thoughts heavenward,
And make your hearts strong for good Scouting.
Day is dying in the west,
Heaven is touching earth with rest;
Wait and worship while the night
Sets her evening lamps alight,
To do our best each day
Is our aim in every way;
Be with us god, through the night;
That tomorrow we might
Perform our duties, learn and play,
Grow ever stronger, the Scouting way.

Campfire Closings – 7

The embers of our campfire
Are now slowly dying,
The birds and wood folk have gone to their rest.
The stars shining over us,
Their light shines before us;
Oh God of nature,

Grant to us a perfect peace.
Let's remember the food we've shared,
The games we've played, the songs we've sung;
Let's remember all of these things.
Let's remember the skit's we've played,
The hikes we've hiked, the problems we've shared;
Let's remember all of these things.
I now declare this council fire closed,
Its memories stored forever in our hearts and minds.

Campfire Closings – 8

Comes the last day of many days,
The last campfire of all too few,
Last but not lost.
In years ahead,
These times our memories shall renew.
Each campfire lights anew,
A flame of friendship true,
The joy we've had in knowing you,
Will last the whole year through.
Now as we close our last campfire,
Let's pause for a moment and praise
The Almighty God who saw fit to inspire
Our founder, who gave us these days.
May the Lord grant us his blessing,
And fill our hearts with the spirit
Of truth and peace, now and forever more.

Campfire Closings – 9

Try this at a closing campfire. Each of the eight speakers holds up a large card showing his or her letter. You can spell out just about any word that has meaning to the people at your campfire.

M is for the memories we share tonight-the memories of camp.

O is for the opportunities we have to grow together, to learn new skills, and to share fellowship around this campfire tonight.

S is for the super things we have done here and the super people we have met and made our friends.

Q is for the quiet times we experience together times to reflect and give thanks.

U is for the ultimate peacefulness of the outdoors.

I is for the inspiration we receive from nature and from our friends.

T is for the terrific leaders who have been with us at camp.

O is for "On with the Show!"

Put them all together, and what do you have?

MOSQUITO!

Campfire Closings – 10

Our Spirit from the North

And our Spirit from the South have left;

Those from the East and the West have also withdrawn;

Now let us slumber quietly until the dawn.