

p1961  
CO 60040  
Harris

# One Day's Fun

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## ACT I.

The Camp in the Woods.

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## CAST.

Scoutmaster (or Assistant Scoutmaster).

Three full Patrols in light hiking equipment; with signal flags, staves, and first aid kits.

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## SETTING.

A Scout Camp in the woods—small trees (cedars, etc.), moss and leaves covering the ground. Hiking equipment hanging from branches. In front centre, a camp fire (red electric bulbs among sticks), and a pot steaming (filled with hot water just before rise of curtain).

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## ALERT!

Boys, when you put this play on, make it a *Scouts' job*. Don't give it until you can do every part of it well. Make it worth every cent paid for admission, and worth every hand-clap you get. (Scouts don't want charity attendance or charity applause.) Agree that every part will be taken by the Scout who can do it best. If you yourself can do nothing more interesting than holding up the platform and getting dirt down your neck—do that. That's the spirit that will make the play a "Scout's job"—the *teamwork* of Scouting.

KAY