

45

SCOUTS

by Jivani Rodriguez

SCOUTS

CHARACTERS

A - a girl scout. 14.

B - a girl scout. 14.

C - a girl scout, but he's a boy. 14.

They can be played by anyone in their teens/early twenties.

TIME

Now.

PLACE

A spot in the woods. A fire pit is in the middle, and three logs surround it in a semi-circle. It should be dark-ish, and lit somewhat by flashlights, lanterns, and sometimes the campfire itself.

The document is 14 pages but it reads much faster.

Before the play begins, the fire should already be burning. Both the audience and girl scouts should make smores together. When the girl scouts have finished eating, they should begin.

PLEDGE

3 girls stand in a line. They are in Girl Scout uniforms, sashes and all. They each hold three fingers up in the Girl Scout Promise and Law.

ALL

On my honor, I will try: To serve God and my country, To help people at all times, And to live by the Girl Scout Law.

B

I will do my best to be
honest and fair,
friendly and helpful,
considerate and caring,

C

courageous and strong, and
responsible for what I say and do,
and to
respect myself and others,

A

respect authority,
use resources wisely,
make the world a better place, and
be a sister to every Girl Scout.

*Their three fingers turn to two, in a "double-crossing" gesture.
They turn to look at each other and smile, knowingly.
Blackout.*

BADGE

*Lights up, A is in place.
She gestures as though she is stirring a pot.*

A
I earned my cooking badge.

*Blackout. Lights up revealing B next to A.
B gestures as though she is sweeping.*

B
I earned my cleaning badge.

*Blackout. Lights up reveal C next to B.
C gestures as though she is swimming.*

C
I earned my swimming badge.

*We stay with the gestures for a few moments. Then:
A gestures as though she is looking through binoculars.*

A
I earned my explorer badge.

B gestures as though she is making a fire.

B
I earned my campfire badge.

*C gestures as though she is casting a fishing line and then reeling
in a catch.*

C
I earned my fishing badge.

A gestures as though she is putting someone in a headlock.

A
I earned my killer instinct badge.

B gestures as though she is hitting someone over the head with a rock.

B

I earned my knock-out badge.

C gestures as though she is dragging a body across the stage. She stops to rest every now and then.

C

I earned my hide and dump badge.

Their actions get faster and more violent as the scene continues until finally a huge sash unfurls from above. There is only one badge left to earn. The girls stop and look up sharply.

A B C

Just one more.

Blackout.

TRAP

A crouches.

A

I'm setting a trap.

A good scout is able to catch her own dinner.

She watches the trap for a long time.

Blackout.

SING-A-LONG

A B C around the campfire. It is dark. The girls' shadows play on the wall. A clapping/slapping her legs on rhythm. B joins in. Then C joins in. The girls should try to get the audience to join in before starting to sing.

A

We're going on a lion hunt

B C

Going on a lion hunt

A

Gonna catch a big one

B C

Gonna catch a big one

A

I'm not scared

B C

I'm not scared

A

I can run!

B C

I can run!

A

Oh no!

B C

Oh no!

A

A swamp!

B C

A swamp!

A

Can't go over it

B C

Can't go over it

A

Can't go under it

B C

Can't go under it

A

Gotta go through it

B C

Gotta go through it

A B C

Squish squish squish squish

A

Going on a lion hunt

BC

Going on a lion hunt

A

Gonna catch a big one

BC

Gonna catch a big one

A

I'm not scared

BC

I'm not scared

A

I can run!

BC
I can run!

A
Oh no!

BC
Oh no!

A
A cave!

BC
A cave!

A
Can't go over it

BC
Can't go over it

A
Can't go under it

A
Gotta go through it

BC
Gotta go through it

ABC
(fingers to their lips)
Shh shh shh shh

A
Going on a man hunt

BC

Going on a man hunt

A

Gonna catch a big one

BC

Gonna catch a big one

A

I'm not scared

BC

I'm not scared

A

I can run!

BC

I can run!

A

Oh no!

B C

Oh no!

A man's shadow slowly appears on the back wall.

A B C

A man!

The girls scream and run away.

WISH

The girls stand in a triangle and pass the question back and forth. They point when they pass. They clasp their hands together dreamily when they receive.

A

What do you wish for?

B

What do I wish for?

What do you wish for?

C

What do I wish for?

What do you wish for?

A

What do I wish for?

What do you wish for?

B

What do I wish for?

What do you wish for?

C

What do I wish for?

What do you wish for?

A

More.

More.

More.

More.

More.

More.

More.

More.

More.

More.

More.

More.

More.

More.

More.

B

More.

More.

More.

More.

More.

More.

More.

More.

More.

More.

More.

C

More.

More.

More.

More.

More.

More.

More.

ABC

We want more.

TRAP 2

A is slumped over, asleep. She wakes up. Once she gets her bearings, she looks up.

A

I caught something!

B and C come running in. A rope net descends. It is chewed through, leaving a big, gaping hole.

ABC

(so sad)

He got away.

COOKIES

C is set up at a log with piles of girl scout cookies.

C

Do you wanna buy some cookies?

C

I've got thin mints!

Lemonades!

Tagalongs!

Shortbread!

Do-si-dos!

And Thanks-A-Lot --

Yup I think that's all we got!

C opens one of the boxes and pulls out the cookie tray. Red, gooey, chunky bits should spill over and slosh and drop everywhere. C offers it to the audience.

But if you want a harder crunch,

I've got fleshy bits to munch.

You want a nose an eye a neck?

C jerks the box back protectively, as if to say "then pay up."

We take cash, credit, or check.

PROTECTION

A B C stand in a circle, facing out. They should be able to see each other in periphery.

A looks at B. A looks back out. B crumples to the floor. A looks back at B. A is shocked, she looks back out.

A

I only looked away for a second.

A returns to neutral. C looks at A, looks out, A crumples, C looks back, looks out.

C

I only looked away for a second.

C returns to neutral. B looks at C, looks out, C crumples, B looks back, looks out.

B

I only looked away for a second.

B returns to normal. Repeat once more.

GAME

A B C sitting around like they're having a sleepover or a "girl's night." One on her stomach with her legs in the air, one sitting back supported by their hands, the other criss cross applesauce.

B

Wanna play spin the bottle?

C

Yuck.

B

Ok. How about 7 minutes in heaven?

C

Pass.

B

Fine. Monopoly?

C

Booooring. And it always takes forever.

A

Why don't we play Never Have I Ever?

C

Ooh yeah!

B

I love Never Have I Ever!

They all hold up five fingers.

A

Do you want to start?

B

Never have I ever...

Eaten a worm!

C puts a finger down.

A

That's gross.

B

Ewwww!

C

Guys, I was three!

Never have I ever...
Been drunk!

A and B put a finger down.

B
You're such a prude!

C
Am not!

A
Never have I ever...
Killed.

They all put a finger down.

B
Well that one's too easy!

C
Cheating.

B
Well if that's how we're playing...
Never have I ever skinned someone alive.

A and B put a finger down.

A
(referring to C, a little condescending:)
You know what that means.

C
It means I win.

A
Wanna play truth or dare?

PRACTICE

A

Alright girls.

*She brings on a target mannequin that is very obviously male
(perhaps there is a dick tacked on like pin-the-tail-on-the-donkey).*

A

Show me what you've learned.

B steps up. B flirts with the mannequin.

A

Good.

(To C:)

Do you wanna give it a try?

I know you've been practicing.

C steps up. C somehow makes herself invisible.

A

Very good.

My turn.

*A steps up. Maybe she has a fight sequence that ends in her ripping
off the mannequin's dick. Blood spurts out of the hole she's made.*

A

I think we're ready.

HUNT

*The girls are in a tight circle (like a football huddle). Their
whispering is punctuated by text that the audience can hear.*

A

Ok girls...

B

Who's the target this time...?

A

Did you bring the...?

C

I'll go that way...

B

Make sure when you catch him...

A

If he's still breathing...

C

We don't want a repeat of last time...

A

Whatever happens, remember to have fun.

They sway in the huddle.

A B C

(low chanting that builds:)

We don't wound

We don't mar

All we do is leave a scar

We don't hurt

We don't maim

This is all a silly game

When we play we play for keeps

It's our highest killing streak:

(arms in)

24

24

24

24

24

(they break on:)

GIIIIIRL SCOUTS!

They run off in different directions. End of Excerpt.