

# 10 Tricks to Absolutely DOMINATE a Song/Skit

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## 1.) Time Limits

- a. Try to know how many minutes you have beforehand. Pre-designated skit times are a blessing from the agent in charge.
- b. Save your shortest skits for emergency time fillers (you don't want kids seeing the same skits multiple times)
- c. For larger camps, don't force the people who have the farthest to walk to participate in the longest skits (lest they loathe you later)

## 2.) Projecting voice

- a. Never create volume "from your throat"
  - i. Use your "belly" to project. Also use your hands to create a horn effect
- b. Use your stage to project if it works (Feltner's does)
- c. IF you have a microphone use it (and know when NOT to use it)
- d. *Always* turn and face your audience
- e. If your voice is in the process of giving out STOP and pass the torch

## 3.) Know your audience

- a. Different demographics of kids react to certain skits better than others (i.e., boys LOVE the honey-bee skit, and girls love works every time)
- b. Adults and teens are part of your audience too
- c. Certain agents DESPISE certain skits/songs (address this in pre camp meeting)
- d. Some weeks, the kids hate songs and love skits; and vice versa

## 4.) USE your audience

- a. Some songs can be interactive (boom chick-a-boom, your mama don't wear no socks, etc.), don't be afraid to pass a verse off to a trust worth teen or adult that knows their songs.
- b. Some skits REQUIRE the use of audience members (purple passion)
  - i. These might be volunteers your KNOW can execute the skit properly OR a camper that needs the involvement to make his/her camp experience better
- c. If former staff are in the audience, use them. Sometimes an emergency situation requires more manpower than you have. If they're there, use em' (campers also love to see this happen)

## 5.) Know your partners

- a. Some staff members work better together than others for skits and songs (avoid having too many cooks in the kitchen)
- b. Some staff members DON'T KNOW all the skits. Make sure you all know the lines
- c. Some people fill certain roles better than others. Do what makes the best experience for the kids

**6.) Enhance/know your character**

- a. You are allowed to make a character anything you want, if it's funny and camp-legal (i.e., throwing an accent on a character for literally no reason)
  - i. This can include accents, new lines (be careful though), costumes, literally anything that works
  - ii. Doing this makes skits feel less monotonous, trust me
    - 1. It also makes the skits funny for the staff too
- b. If you're part of a skit, accept the role you KNOW. And if you don't know a role, study your partner as the skit goes on

**7.) "ROLL WITH THE CHANGES"**

- a. A skit/song will eventually go sideways. Don't stop. These campers have the attention span of a goldfish; A poorly executed and confusing skit is better than 1 second of awkward silence
- b. Don't expect to fill the same role every time. You are GOING to get bored playing the same character. That's natural. Do something different occasionally

**8.) More Cowbell**

- a. The heart of the skit/song is the energy you put into it.
  - i. I could read a German translated manual for a Keurig and get kids to laugh at it if I throw the right spin on it
- b. This pairs nicely with the "Enhance your character" bit. Just go in confidently and as over the top as you can every single time and you WILL succeed
- c. Also, campers AND volunteers can smell apathy like a shark smells blood. So, LOOK ALIVE

**9.) Find new skits**

- a. Nothing is better than showing the ENTIRE camp something they've never seen before. Do some research. Reach out to other camps for ideas (not just 4-H camps)
  - i. This doubles as a morale booster for staff

**10.) HAVE FUN..... or else**

- a. Attitudes are contagious (see item 8.C)