

**Cast:****Scouts:** Pete, Jack, Seymour**Painters:** Fred, George**Burglars:** Ossie, Gormless**Others:** Mrs Jones, Policeman**Props:** Three Similar Carts/Trolleys:

- One with paint and brushes

- One with tools and burglars aids

- And final one as written

**Scene:**

House with door, garden and garden wall/fence, bins, plant pots.

*(Scouts walk along street, smartly pressed and knock on door to Mrs. Jones' house.)***Pete** Let's try here.**Jack** Look out here comes Speccy!*(Enter Seymour, hands in pockets, looking scruffy, kicking stones etc. pulling a cart/trolley.)***Pete** We don't want *him*. We haven't reached our target yet!**Seymour** Hi Pete, Hi Jack.**Pete & Jack** *(not very enthusiastically)* Hello**Seymour** Has anyone answered yet? I'll knock again!**Pete** NO! Go and knock somewhere else!**Jack** Yeah! Find your own jobs! Garn! *(Door opens.)***Mrs. Jones** Hello boys. What can I do for you? Erm, have you seen any painters around?**Jack** No, sorry. We've come to see if you have any jobs for us?**Mrs. Jones** For you?**Pete** Yes... it's a job week at Scouts**Mrs. Jones** Oh I *wish* you could paint the house!**Jack** *(shocked)* What?! For a bob?!**Seymour** I will, Mrs...**Pete** Shurrup you! Paint it? You couldn't even see it!**Jack** Find your own job! Go on, scarpa!**Mrs. Jones** OK, I'll see what there is lads, wait there please *(goes into house)**(Painters enter loaded with gear, ladders etc.)***Fred** Yeah, our Jack knows a bloke who's a stable lad and *he* says it's a certainty.**George** Well, I dunno...**Fred** Look, have I ever let you down? I tell you, if you put your money on Nebucanezzar in the 2.30 at Redcar, then you can't lose.

*(Painters are pointing at house and talking about painting it. Fred doesn't see Seymour's trailer and falls over it, scattering all the contents & Fred's painting stuff everywhere. Much noise.)*

**Fred** What the?... What're you doing?... Why don't you watch what you're doing?!

**Seymour** Sorry mister! *(helps pick up Fred and all his stuff)* *(Enter Policeman)*

**Policeman** Now then, now then, what's going on here? We can't have you littering up the place like this you know? Causing all this fracas! You ought to be ashamed!

**Fred** *(sarcastically)* Oh yeah! I tripped over the thing for the fun of it, didn't I?

**Policeman** Just watch it that's all, I'll be watching you lot *(walks off watching and pointing)*

**George** Do you think he heard about your Jack's bet

**Fred** Doubt it, Police now'er days. Wouldn't know a certainty if it bit them on the truncheon.

**George** You'd better be right.....I haven't got much money to waste!

**Fred** You miss out and you'll be sorry!

**George** But I don't know what to say.....will you come and help at the bookies?

**Fred** *(exasperated)* Some mothers do have 'em! Hey you lads, will you look after this stuff for us for a minute?

**Pete** Sure

**Fred** Good lad

**Pete** It'll cost you a bob!

**Fred** Eh?! Oh, alright.

*(Fred and George exit talking about what colour they're going to paint the wall etc).*

**Pete** I've always fancied myself as a painter...

**Jack** Come on. Get on we need more jobs, we aren't *near* out quota - skip'll go mad!

**Pete** *(not paying attention)* I've always wanted to paint like Michael Angle-low or that Leonardo O'Vinchy

**Jack** I've heard of him....wasn't he a famous Irish Painter?

**Seymour** *(having been daydreaming)* No, he's the tall one from Venture Scouts!

**Pete** Shurrup Seymour... he lived ages ago in Italy.

**Jack** Anyway..... you can't paint for toffee

**Pete** Yes I can, look at this *(draws on wall)* what's this?

**Seymour** Err... *(Looking at it from all angles)* ....What is it?

**Pete** It's a fella with his bow tie caught in a lift!

**Jack** *(groaning)* Gor! Heaven help us!

**Pete** Here's another, what's this? *(Draws on wall... again)*

**Jack** Hang on that's Mrs Jones wall, gerroff!

**Pete** Come on, what is it?

**Seymour** *(to audience)* ...wait for it.....

**Pete** It's a giraffe walking past my bedroom window!

*(Seymour jumps into a tah-da! pose at edge of stage. Exits after laugh)*

**Jack**                    *(shaking head)* I dispair! Hang on someone's coming, quick hide!

*(Scouts duck down behind bins....out of sight from robber but not audience) (Enter robbers)*

**Ossie**                    *(Looking around)* It seems quiet enough around here. Someone's been here just now though - look *(pointing at trolley and paint tins)*...*(then, looking at watch)* They must have gone for their dinner!

**Gormless**                What do we do now Chief?

**Ossie**                    We look around a bit, that's what! Examine the prospects, and don't.... call.... Me.... CHIEF! *(Ossie hits Gormless on each of last 4 words)*

**Gormless**                OK chief...

*(Ossie raises hand to Gormless in warning but doesn't strike. Ossie takes out book)*

**Ossie**                    What's that you've got there?

**Gormless**                "The Burglars Friend" by Robin Banks

**Ossie**                    Good Grief! What's that then?

**Gormless**                The Young Burglars difin... defin... duff... guide to larceny and aggravated burglary! Can I read you some, boss, can I? Pleeeeeeeeeeease?!

**Ossie**                    Gordon Bennett! If you must then.....go on read some...

**Gormless**                *(reading slowly)* First, make sure that you look ordinary & *blend in*.

**Ossie**                    Fallen at the first hurdle, you then, eh?

**Gormless**                *(still reading)* then proceed as follows. Examine prospective place of operation: (1) Look at the doorstep, are there any milk bottles? If not pass on (2) Examine the letterbox, are there any letters sticking out, if no pass on. (3) If the answer is yes move on to page 23. (4) Is there a light on anywhere? If no....

**Ossie**                    ITS BROAD DAYLIGHT YOU BLOOMIN NUMPTY, you're driving me as daft as you! 'Ere this gaff seems to fit the bill. Where's the lad we found to look after our cart?! Er....Son?! *(Enter Seymour pulling the robber's cart)*

**Ossie**                    Ta Son!

**Seymour**                No probs... BOB PLEASE!... *(Takes money, bites coin)* Sign here!

**Ossie**                    I'll soon have this lock picked, where's me bit of wire?

*(At the same time Gormless takes out a newspaper from the letter box and starts to wander about. He investigates the fence and looks under the plant pots by the door....finding a key and starting to play with it, tucking the newspaper under his arm.)*

**Ossie**                    This is more difficult than I thought. It must have special levers in the lock. We'll have to try something else *(looks at gormless see the key on the string -*

takes key and paper and belts him with it!) Why was I blessed with a brother like you?! Come on, and *don't* knock anything over!

*(Both enter house) (Pete and Jack appear from behind the bins)*

**Jack** Go fetch a bobby, quick...I'll stay and keep watch...

*(Pete runs off, Mrs Jones enters behind Jack and enters house. She screams and the robbers run from the house, escaping stage right. Meanwhile Pete enters stage left with policeman)*

**Jack** Come on, they've gone round here...

*(As policeman passes front door, Mrs. Jones appears and policeman grabs her)*

**Policeman** YOU'RE NICKED!

**Pete** Not her you wally, *(Mrs Jones hits him with handbag)* There where two blokes!

**Mrs Jones** TWO!

*(Enter George the painter and Mrs Jones becomes hysterical, over-reacting to the robbery)*

**Mrs Jones** Oh the shame, I've been burgled, oh I think I'm going to faint...

*(Mrs Jones falls into George's arms, who collapses under the weight)(Jack takes policeman off to investigate behind the garden wall, where burglars left) (Fred enters and sees where the scouts have been drawing on the wall)*

**Fred** Who did this? Who's is all this graffiti?!

**Pete** Calm down..... you're going to paint over it anyway!

**Fred** I'll murder you *(chases Pete off stage)*

*(Enter robbers chased by policeman and Jack, then exit. Enter Pete Chased by Fred. Enter the robbers chased by the policeman and jack. Enter George Chased by Mrs Jones. Enter policeman and jack chased by robbers. Suddenly realise and change directions. Enter everyone but robbers. Collide centre stage.....robbers tiptoe past with loot.)*

**Policeman** Where are they? They got away because of you lot! Get off ME!

**Pete** Hang about look! *(Pointing off stage)*

Enter Seymour with burglars on another cart laying unconscious.

**Policeman** Well done lad! You've saved the day!

**Seymour** That's OK..... (holding hand out) Bob, please!