

The Falconer

Summary: A master falconer comes in with a “falcon” (chicken) and talks about its majestic beauty.

Number of staff required: 1-2

Props/Materials/Costumes:

Falconer outfit: dark cape, glove

Chicken

Whistle

Prep done:

Get a chicken & another staff member

Execution:

- The 'Falconer' comes into the cabin, looking tough and explains how they are a Master Falconer and today have found a rare specimen of falcon, a very special breed of falcon (Make up a name like the High Sierran Triple-Crested Falcon). (Meanwhile the other staff is outside the cabin holding the chicken.)
- Master Falconer explains that if they are very still and quiet, the falcon may come. Falconer pulls out whistle and makes a fancy 'falcon call' with an outstretched gloved arm.
- The other staff member carries in the chicken and attempts to perch the chicken on the falconer's arm. Whether or not the chicken cooperates doesn't matter. Either way the chicken will end up fluttering around the cabin. All the while, the falconer calmly narrates and notes the majestic beauty of the "falcon." (The other staff member stands at door and catches chicken if it tries to escape.)
- Talk about how it uses its talons to catch prey in one fell swoop, how its eyes are like little gateways to the universe, how its feathers are specially adapted for long transcontinental flights, how its aimless wandering is classic predatory behavior, how it has chosen [camper] for extermination and is just confusing them by acting lost, etc.
- After a while, can either have campers or staff catch it and "return it to the wild." Exit.

*Alternate option (if you don't have a second staff member): Come in as the falconer with the chicken on your arm all ready to go and alter the spiel to fit it.