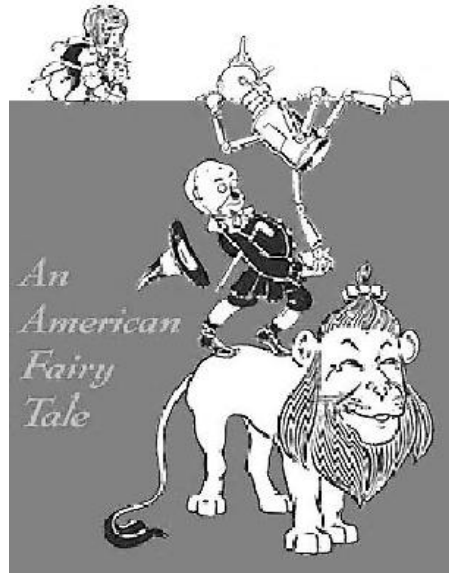


THE WIZARD OF OZ

By L. Frank Baum



A Play for Teachers and Students!

**Adapted for a Large Cast
of Young Performers**

**By
Kathryn Schultz Miller**

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THE WIZARD OF OZ

Running Time: About 45-50 minutes.

**Characters: Cast of 33 – 4 Female, 5 Male, All others F/M
Easily adapted for larger or smaller cast.***

CHORUS:

BLUE (M/F, 15 lines)
GREEN (M/F, 18 lines)
ORANGE (M/F, 13 lines)
PURPLE (M/F, 12 lines)
RED (M/F, 14 lines)
YELLOW (M/F, 17 lines)

DOROTHY:

DOROTHY #1 (F, 30 lines)
DOROTHY #2 (F, 30 lines)
DOROTHY #3 (F, 14 lines)
DOROTHY #4 (F, 17 lines)
DOROTHY #5 (F, 11 lines)
DOROTHY #6 (F, 30 lines)

TOTO: (M/F, 24 lines)

GLINDA THE GOOD WITCH: (F, 16 lines)

MUNCHKINS:

BURLY (M/F, 5 lines)
CURLY (M/F, 7 lines)
JOE (M/F, 7 lines)

SCARECROW:

SCARECROW #1 (M/F, 26 lines)
SCARECROW #2 (M/F, 10 lines)
SCARECROW #3 (M/F, 8 lines)
SCARECROW #4 (M/F, 10 lines)

TREES:

WOODY (M/F, 3 lines)
SHADY (M/F, 3 lines)

TIN MAN: (M/F, 37 lines, see production notes at end)

LION: (M/F, 32 lines, see production notes at end)

GATEKEEPER: (M/F, 22 lines)

WIZARD OF OZ: (M, 31 lines)

FLYING MONKEYS:

CHIMP (M/F, 5 lines)
SCAMP (M/F, 3 lines)
RASCAL (M/F, 4 lines)

WICKED WITCH OF THE WEST: (F, 13 lines)

AUNTIE EM: (F, 6 lines)

UNCLE HENRY: (M, 6 lines)

STAGING NOTES

This script has been written especially for you and your students. All aspects of the production have been kept simple so that you can concentrate on the fun part -- performance! If you have the time and resources to build elaborate sets and costumes, please don't hesitate to do so! But *The Wizard of Oz* may be performed without traditional scenery. Pantomime* and imagination can help simplify set, props and costumes. Here are some suggestions for a fun, stress-free production.

OPEN CONCEPT: This play has been adapted to require the fewest props, costumes and set pieces as possible. It does not include a "backstage" area, all performers may sit or stand in full view of the audience. The script refers to a "playing area" rather than a stage. There will be times in the play when the performers who are not "on stage" can contribute (such as providing "wind" for the cyclone). This takes a little of the fear of public performance away as well as lending a sense of teamwork and ensemble.

SET PIECES: Instead of a backdrop consider building small pieces that stand alone, such as trees or doors that can be used in more than one scene. You will need several pieces of furniture in the playing area. You may use ordinary chairs and stools (anything that you have available) to create "levels and scenes"*. If you have the resources, a backless bench and sturdy wooden boxes can be built and painted fancifully to complement your costumes and set pieces. Have the students move these as needed (IE: a bench can be used to elevate the Wizard and Glinda.) These pieces can be moved around the area by CHORUS members or even by the characters themselves. Often just moving one piece to another area of the playing area is enough to signal to the audience that there is a change of scene.

PERFORMANCE SPACE: If the play is to take place in a classroom, move all the desks to the back of the room. If this does not allow sufficient space for the performance, push them against 3 sides and let the center of the room be part of the "stage" or "playing area"*. A larger room is suggested, however. A gym or cafeteria will probably give you more space than needed. In that case use just half of the room and arrange audience chairs in a horseshoe shape around the playing area.

PERCUSSION INSTRUMENTS: Raid the music room! Gather as many simple percussion instruments as you can find (such as chimes, xylophones, kazoos, whistles, rhythm sticks, jingle bells, etc.*) Create a "percussion stand" by arranging the instruments on a table or a narrow ledge. Some of the instruments will need to be held up to be played (IE: triangle, chimes, gong). The music room might have a stand for these instruments. If not, you may build one or simply have the children hold those up when they are played. The six CHORUS members, identified by colors, should be seated around this percussion station. These performers will act as narrators and orchestra in the tradition of a Greek Chorus*. (Occasionally, CHORUS members are given short on-stage tasks to do.) Your percussion stand will be placed in the upstage* right corner of the playing area.

COSTUME RACK: In an upstage corner will be a hat stand, or several hat stands. Any construction of hooks will do to allow you to hang costume pieces (see below) that will be put on by the children as they assume their roles. Some props, such as the flowers for the flower field may be kept at their chairs where they are sitting.

COSTUMES: There is a Japanese theatrical tradition of dressing actors all in black and using masks or costume pieces to indicate character. What a great idea! Have your young performers wear all black or dark blue. They will then use pieces such as hats, crowns and capes to identify their characters. Remember it's more important (and more fun!) for your students to convey their character's personality through acting rather than costume. CHORUS members can wear tee-shirts the color they are named for, or they can bring a piece of clothing from home (like a ball cap) that is their color.

A NOTE FROM THE PLAYWRIGHT

In past few years since we began creating plays for young performers we've seen a tremendous increase of confidence in the teachers we hear from. Most are finding it easier to let the process flow and worry less about the final product. I firmly believe that the experience will be best for all when you keep a few things in mind:

Free yourself from worry about whether or not it's "good". No one is paying big ticket prices; no one expects a Broadway success. The key to making this project meaningful is to put the emphasis on *process*; realize that rehearsal and practice are as much a part of the experience as the actual performance. Encourage fun and you will free the children from embarrassment and stress. If the kids can't learn the lines let them carry a script or use their own words to convey the character's message. If they seem to wander the stage, let them explore where they want to go – they might surprise you with a wonderful idea. In every aspect of the process give them the wings to create and think. Give them a comfortable, supportive place to go and their confidence and self-expression will soar!

Above all else, make sure *you* are having fun. If you've never directed a play before, don't worry. It's all just pretend -- you can't do it wrong! The quality of your experience is every bit as important as that of the children. You need the joy of self-expression too, that doesn't go away when we grow up. So give yourself a break. And when all else fails, laugh!

Thank you so much for choosing *The Wizard of Oz*. I hope you and your young friends have as much fun performing this play as I did writing it.

– KSM

THE WIZARD OF OZ
CD Sound Cues
 CD soundtrack available from Children's Theatre Plays.com

No.	Secs	Description	Cue Line / Action
		(Pre-show music starts at cue 15)	
1	23	Fanfare	Pg 6, Starts the show
2	93	Storm, into... House flying, into... Crash!	Pg 7, "Woooooaaaaaaahhhh!!!"
3	35	Magical Land of Oz	Pg 9, "Dorothy pushed open the door."
4	54	Yellow Brick Road (YBR)	Pg 12, "Follow the yellow brick road."
5	26	YBR short	Pg 14, "Ruff-ruff!"
6	26	YBR short	Pg 17, "Ruff-ruff!"
7	69	YBR short, into.. Magical Land, into.. Sleepy-dreamy, fade out	Pg 19, "Ruff-ruff!"
8	26	Magical Wizard of Oz	Pg 23, "...and above the chair..."
9	53	Scary witch, into... Flying monkeys, into... Comical crash landing!	Pg 24, "...set out on their journey."
10	40	Witch melting	Pg 27, "...and threw it on the witch."
11	43	YBR short, into... Flying monkeys	Pg 28, "The wonderful Wizard of Oz!"
12	37	Magical Wizard	Pg 28, "...to the Wizard's Throne Room."
13	50	Magical Land	Pg 31, "Ruff-ruff!"
14	93	Fanfare, into... Bows & Curtain Call	Pg 34, "All hail Dorothy!"
<hr/>			
15+	35 minutes of pre/post-show music		

Cues have ½ second of silence at the beginning and 10 seconds at the end (except last). Times shown include silence.

Start the play with Cue 1, then use Pause/Fwd/Play controls for each cue:

1. Press PAUSE at the end of the cue (10 secs of silence).
2. Press FWD (or SKIP, right arrows) to set at next cue.
3. Press PLAY to start the next cue (at the appropriate line, action, as indicated)

Start at cue 15 for the pre-show music while the audience enters (optional). The last cue automatically runs into the post-show music.

THE WIZARD OF OZ

AT RISE: All performers are in plain view of the audience seated upstage or to the sides of the playing area. Upstage will be one or more hat racks to hang costumes on. Performers will go upstage to put on their costumes as their parts arise. There is a “sound stand” in one of the upper corners where percussion instruments are placed. The performers at the percussion stand are called the CHORUS, they will make sounds with the instruments as indicated in the script. They will be identified with colors assigned to them. CHORUS begins the play by standing and giving a fanfare with their kazoos.

(SOUND CUE #1. Fanfare. Starts the show.)

CHORUS: Ladies and Gentlemen!

YELLOW: For your entertainment!

RED: For your enjoyment!

PURPLE: *(Reading from a cheat sheet in the palm of his hand.)* For your...
edifa...edifa.. *(To BLUE.)* What’s that word?

BLUE: Edification.

PURPLE: For your edification! *(To BLUE.)* What’s that mean?

BLUE: *(False smile, through his teeth.)* Not now.

ORANGE: Allow us to present to you, our production of...

CHORUS: *(Except for PURPLE.)* The Wizard of Oz!

PURPLE: The Wizard of Oz? Wow, that’s my favorite!

BLUE: Pipe down.

YELLOW: Our story begins in...

(CHORUS gives a kazoo flourish as they gesture toward DOROTHY who is putting on her pig-tail wig, entering.)

CHORUS: Kansas.

DOROTHY: Kansas? Yuck!

GREEN: *(To audience.)* Have you ever wanted to go far, far away?

YELLOW: I would like to go to Hollywood and become a big movie star!

GREEN: Dorothy lived on a farm in Kansas...

ORANGE: I would like to go to New York and climb buildings like King Kong.

ORANGE: But she didn't have anyone to play with...

RED: I'd like to go to Alaska and climb its highest mountain!

DOROTHY: (*Glaring at RED.*) Hey, this is supposed to be about me, remember?

GREEN: Every day Dorothy sat by herself...

(TOTO hops up, puts on his ears and barks at GREEN.)

TOTO: (*"Don't forget me!"*) Ruff! Ruff!

GREEN: Sorry. Every day Dorothy sat with her little dog Toto...

(GREEN gestures toward TOTO who goes to DOROTHY and snuggles his head in her shoulder and whimpers.)

RED: Toto was kind of a funny dog.

YELLOW: He walked on two feet and looked very much like a little boy.

TOTO: (*With attitude: "Hey!"*) Ruff!

ORANGE: But Dorothy loved him all the same.

(TOTO smiles and snuggles.)

GREEN: Every day Dorothy dreamed that she could go far, far away...

DOROTHY: Oh, Toto, I wish I could go some where over that rainbow. I just know there's more to the world than this. And I want to see it so very badly!

BLUE: Little did Dorothy know that her life was just about to change.

(ALL performers and CHORUS seated to the sides of the action take a big breath and blow in DOROTHY's direction. DOROTHY and TOTO, twirl as if they have been caught in a big wind.)

DOROTHY & TOTO: Whoooooaaaaaahhhh!!!!!!

(SOUND CUE #2. Storm, into... House flying, into Crash!

CHORUS begins making storm sounds. They give the cymbal a roll and crashes, chimes tinkle, kazoos sound like sirens, bongos bong etc.)

RED: Suddenly there was a terrible storm!

(ALL performers make clapping sounds for the rain, also tap the chair or floor to make the sound of raindrops.)

YELLOW: In the distance, Dorothy could see a funny looking cloud...

DOROTHY: Oh, no! It's a cyclone!

*(AUNTIE EM and UNCLE HENRY enter, twirling and holding onto their hats, acting as if they are straining against the wind. TOTO runs and hides behind someone in the audience. NOTE: A lightweight cloth can be used here to indicate wind. CHORUS members can billow it around to give a storm effect.)**

AUNTIE EM: Dorothy!

UNCLE HENRY: Dorothy, come away!

AUNTIE EM: We're all going down in the storm shelter.

UNCLE HENRY: Hurry, Dorothy! Or you'll be swept away!

DOROTHY: Yes, of course! Let's go Toto! *(She looks, can't find him.)* Toto?

RED: But Toto was so scared of cyclones that he ran in the house and hid under the bed.

DOROTHY: Toto, come back!

AUNTIE EM: Let him go, Dorothy!

UNCLE HENRY: Hurry up, Dorothy!

(Uncle and Auntie exit.)

DOROTHY: But I can't leave Toto!

(ALL performers blow again which sends AUNTIE EM, UNCLE HENRY and DOROTHY twirling again.)

Toto! Come out from under that bed! This is no time for hide and seek!

(TOTO whimpers and ventures out, looking sheepish.)

There you are you silly dog. Now follow me, we've got to get out of here...

BLUE: But it was too late!

(Members of CHORUS stand and circle DOROTHY and TOTO, holding hands and catching her in their circle. Their "circle" turns around them and catches her and TOTO as they bob inside it.)

PURPLE: The house began to shiver...

GREEN: The house began to shake...

RED: Suddenly the cyclone ripped the house right off the ground!

(CHORUS break away from the circle and twirl away, act as if they are floating and flying. DOROTHY and TOTO crouch in the middle of the floor and watch as CHORUS members “fly” by.)

YELLOW: And Dorothy and Toto looked out the window to see...

ORANGE: They were flying in the sky!

DOROTHY: Oh, Toto, hold on to me!

TOTO: *(Barks in agreement.)* Ruff! Ruff!

BLUE: *(“Floating” by.)* They saw houses...

YELLOW: *(“Floating.”)* And trees...

RED: *(“Floating”, riding bike.)* And bicycles...

GREEN: *(“Floating” as cow.)* And even cows! Moo?

BLUE: Flying by!

PURPLE: Suddenly...

ALL/CHORUS: ***KER-PLUNK!!!!***

(“Floaters” drop to the ground. CHORUS makes crashing sound. DOROTHY and TOTO cover their heads. ALL “floaters” except for RED return to their places. RED remains on stage, flat on her back, wearing red shoes.)

GREEN: The house fell to the ground!

DOROTHY: *(Removing her hands from her head, looking up cautiously.)* I think
It’s all over, Toto.

(TOTO whimpers and barks in agreement.)

Follow me.

YELLOW: Dorothy pushed open the door...

(DOROTHY pushes imaginary door.)

SOUND CUE #3. *Magical Land of Oz.*

CHORUS makes magical sounds, chimes are good for this. As the “door” opens ALL performers pull out artificial flowers from hiding and hold them high.)

DOROTHY: *(Seeing flowers.)* I don’t think we’re in Kansas anymore, Toto.

(She steps out of “house” and wanders with TOTO looking at the flowers. While she does this GLINDA and MUNCHKINS BURLY, CURLY and JOE take their costume pieces from the hat stand, put them on and enter.)

GLINDA: Hello there.

DOROTHY: *(Startled, amazed at GLINDA's beauty.)* Who are you?

(MUNCHKINS giggle.)

MUNCHKIN BURLY: Everyone knows who she is...

GLINDA: I'm Glinda the Good Witch of the North.

DOROTHY: A witch? You don't look wicked at all.

GLINDA: *(Laughing.)* That's because I'm a good witch!

MUNCHKIN CURLY: The question is...

ALL MUNCHKINS: Who are you???

DOROTHY: I'm Dorothy. From Kansas.

GLINDA: Is Kansas a very big kingdom?

DOROTHY: Kansas isn't a Kingdom.

TOTO: *(“Nope, not a kingdom.”)* Ruff! Ruff!

GLINDA: Do you have magic in Kansas?

DOROTHY: No. Mostly we have cornfields.

(MUNCHKINS giggle.)

MUNCHKIN JOE: You're a very funny witch.

DOROTHY: Oh, I'm not a witch...

GLINDA: Welcome to Oz, Dorothy.

MUNCHKINS: We want to welcome you to Munchkin Land!

BURLY: And to thank you from the bottom of our hearts...

CURLY: ...for killing the bad witch of the east!

DOROTHY: Oh, I haven't killed anyone! *(MUNCHKINS giggle.)*

JOE: Then how do you explain that? *(Points.)*

RED: Dorothy looked to where her house had fallen...

GREEN: ...And saw that two red shoes were sticking out.

DOROTHY: *(Looking at RED on the ground.)* Oh, no! She must have been beneath the house when we hit the ground!

GLINDA: Those are your ruby slippers, Dorothy.

DOROTHY: They are awfully pretty.

GLINDA: Put them on.

(DOROTHY takes them from RED. RED stands and bows, exits.)

How do they make you feel?

DOROTHY: They make me feel... magical.

(CHORUS makes magical chime sound, TOTO barks in appreciation. MUNCKINS sigh with delight.)

GLINDA: You must never take them off or give them to anyone. They are very important magical shoes.

DOROTHY: Oh, I won't. Only Auntie Em might not approve. No one wears ruby slippers in Kansas.

(GLINDA and MUNCKINS giggle.)

That reminds me! Auntie Em and Uncle Henry must be worried sick about me. Can you please tell me which is the road to Kansas?

JOE: You can't get there from here.

DOROTHY: Whatever do you mean?

BURLY: There's no Kansas around here, Dorothy.

CURLY: You'll have to stay with us.

DOROTHY: But I can't stay here!

(TOTO barks in agreement.)

It's very nice here, but I must see my Auntie Em right away!

GLINDA: The only one who can help you, Dorothy, is the Wonderful Wizard of Oz...

JOE: The Great!

BURLY: The Wise!

CURLY: The Wonderful!

ALL MUNCHKINS: Wonderful Wizard of Oz!

DOROTHY: I'll go right away. Where is he?

GLINDA: He lives in Emerald city.

DOROTHY: How do I get there?

CURLY: You must follow the yellow brick...

JOE: ... yellow brick...

BURLY: ...yellow brick...

ALL MUNCHKINS: Follow the yellow brick road!

(SOUND CUE #4: Yellow Brick Road.)

YELLOW: *(Smug.)* Dorothy looked at the brick road at her feet and thought it was prettiest color she'd ever seen.

DOROTHY: Just follow the yellow brick?

CURLY: ...yellow brick...

JOE: .. yellow brick..

ALL MUNCHKINS & DOROTHY: Follow the yellow brick road!

DOROTHY: Thank you very much.

(TOTO barks: "Thanks!")

You've all been very kind. Toto and I will be on our way...

GLINDA: Remember what I told you about the ruby slippers...

DOROTHY: Oh, I won't forget!

GLINDA: Good luck, Dorothy.

BURLY: Best wishes...

CURLY: Tally-Ho!

JOE: Tootle-Lou!

DOROTHY: Thank you! Goodbye!

(GLINDA and MUNCHKINS exit.)

Follow the yellow brick road.

(TOTO barks with the cadence of the words, "follow the yellow brick road".)

Follow the yellow brick road.

(CHORUS may beat out a rhythm here that is used each time DOROTHY is "off", using rhythm sticks and triangle.)

OPTIONAL TRANSITION: *DOROTHY #2 enters and slips her arm through DOROTHY #1's arm. They twirl like friends skipping down the road together. DOROTHY #1 peels off, gives the audience a small bow, and exits.*

As they are walking, ORANGE brings on SCARECROW, entering. ORANGE acts like a farmer who is putting up a scarecrow in his field. ORANGE exits.)

BLUE: Dorothy and Toto walked for miles and miles...

GREEN: After a while they sat down to take a rest.

DOROTHY: Oh, Toto, I wonder how much longer until we get there.

SCARECROW: Good day, young lady!

DOROTHY: Who said that? *(She looks around.)*

TOTO: *("Who is that?")* Ruff! Ruff! Ruff!

SCARECROW: Me! Over here!

DOROTHY: But you're a scarecrow. Scarecrows don't talk.

SCARECROW: *(Offended.)* I beg your pardon. You don't know much about scarecrows do you?

DOROTHY: I know they don't talk. At least none of the ones in Kansas can talk.

SCARECROW: Maybe they don't have much to say. At any rate, I'd be most grateful if you could help me out here.

DOROTHY: What should I do?

SCARECROW: This pole is stuck up my back. If you could take it away...

DOROTHY: Certainly.

(She helps him with pole and he flops down.)

SCARECROW: Thank you. I feel like a new man. Who are you and where are you going?

DOROTHY: I'm Dorothy and I'm on my way to the Emerald City to ask the great Wizard of Oz to send me back to Kansas.

SCARECROW: Who is the Wizard of Oz?

DOROTHY: Don't you know who he is?

SCARECROW: I don't know anything at all. See? My head is stuffed with hay. I don't have any brains!

DOROTHY: Oh, I'm terribly sorry.

SCARECROW: Say, do you think the Wizard could give me some brains?

DOROTHY: I don't see why not. You're welcome to come along with me if you like.

(TOTO growls angrily.)

Stop that Toto! That's not polite. *(To SCARECROW.)* Don't worry. He never bites.

SCARECROW: Oh, I'm not afraid of dogs. If they bite, I can't feel it. I'm only afraid of one thing.

DOROTHY: What is that?

SCARECROW: *(Looks around, whispers in her ear.)* A lighted match.

DOROTHY: Well, I don't expect we'll run into too many of those. *(She puts out a toe of her ruby slippers, ready to step forward.)* Are you ready?

SCARECROW: *(Puts out a toe.)* Ready!

DOROTHY: Toto, are you ready?

TOTO: *(“Ready!”)* Ruff! *(He puts out a toe.)*

DOROTHY: We're off!

SCARECROW: We're off!

TOTO: *(“We're off!”)* Ruff, ruff!

(SOUND CUE #5: Yellow Brick Road, short.)

DOROTHY & SCARECROW: We're off to see the Wizard, the Wonderful Wizard of Oz!

TOTO: Ruff-ruff!

(TREES enter, holding branches (these can be cut twigs from real trees) and apples. They strike poses and stand still. TIN MAN enters and stands frozen behind the TREES.)

PURPLE: They walked and walked until they came into a grove of trees...

DOROTHY: Oh, it's dark in this part of the forest. We've been walking for such a long time. I'm awfully hungry.

SCARECROW: As a scarecrow I never get hungry. But look! *(Points to TREES.)*
Apples! I'll get one for you, Dorothy!

(SCARECROW reaches for an apple, picks it.)

WOODY: Hey! *(Smacks SCARECROW's hand away.)* Keep your hands to yourself. And put that back!

SCARECROW: *(Frightened.)* Oh! I'm sorry! I didn't know you could talk and Dorothy was hungry and I just thought...

SHADY: You just thought you'd steal our apples!

SCARECROW: I didn't think it was stealing exactly...

WOODY: That's right, you didn't think at all!

SCARECROW: Actually I *can't* think, I haven't got a brain.

SHADY: You can say that again! *(Throws apple at him.)*

DOROTHY: Hey, that's not fair! He didn't mean to do anything wrong!

TOTO: *(To TREES, scolding.)* Ruff, ruff, ruff!!!

WOODY: Go on, beat it! *(Throws apple at them.)*

SHADY: This is our part of the forest, go find your own hang-out.

DOROTHY: Well, I'm sure we'll be happy to be out of your private...

(WOODY and SHADY send (soft, artificial) apples at them.)

SCARECROW: Come on, Dorothy, come on!

(THEY run away. TREES exit. SCARECROW realizes that they have gotten apples anyway. He picks them up.)

Hey look!

(DOROTHY has been distracted by something, TOTO barks.)

DOROTHY: Shh! Listen!

SCARECROW: Sounds like a moan of some kind.

(They cross around the parameter of the playing area, heads down until they run into the tin feet of the TIN MAN.)

DOROTHY: Why it's a man!

(TOTO barks and tries to bite the tin leg but it hurts his teeth.)

TOTO: OoooOOOWWWwww...!

SCARECROW: A man made of tin! Did you just groan?

TIN MAN: *(Jaw locked, tries to speak.)* Oh. Kah.

DOROTHY: It sounds like...

SCARECROW: Oil can.

DOROTHY: Oil can! He wants us to oil him!

(TIN MAN groans excitedly.)

Quick!

(They quickly oil him.)

TIN MAN: *(Sighs with relief.)* Oh, that feels good. I've been standing here for more Than a year. You're the first people who came along.

DOROTHY: Where should we oil you?

TIN MAN: My neck first please. *(They do.)* My arms. *(They do, his arms fall.)* Ah! I've been holding that ax ever since I rusted. If you'll just oil my legs. *(They do.)* How can I ever thank you? You've saved my life! How did you happen to come through here?

DOROTHY: We're on our way to the Emerald City to see the Wizard of Oz. We're going to ask him to send me to Kansas and to give Scarecrow some brains.

TIN MAN: Do you think the Wizard could give me a heart?

DOROTHY: I don't see why not.

SCARECROW: Why? Don't you have a heart?

TIN MAN: I did once. I was in love with a pretty Munchkin girl. But the Evil Witch of the West took my heart away. And now I know that losing your heart is the worst thing that can happen to you because it means you can never be happy again.

DOROTHY: If the Wizard gives you a heart, will you ask the pretty Munchkin girl to marry you?

TIN MAN: Oh, yes! And then I will be the happiest man in the world.

BLUE: And so the Tin Man decided to go along with them to Oz.

DOROTHY: Scarecrow, are you ready?

SCARECROW: *(Puts out a toe.)* Ready!

DOROTHY: Toto, are you ready?

TOTO: *(“Ready!”)* Ruff! *(He puts out a toe.)*

DOROTHY: Tin Man. Are you ready?

TIN MAN: Let me just oil my ankle. There! *(Puts toe out like the others.)* Ready!

DOROTHY: We’re off!

SCARECROW: We’re off!

TIN MAN: We’re off!

TOTO: *(“We’re off!”)* Ruff, ruff!

(SOUND CUE #6: Yellow Brick Road, short.)

DOROTHY & SCARECROW & TIN MAN: We’re off to see the Wizard, the Wonderful Wizard of Oz!

TOTO: Ruff-ruff!

(OPTIONAL TRANSITION: DOROTHY #3 enters, links arms with DOROTHY #2. They swing around like a square dance. SCARECROW #2 enters, links arms with SCARECROW #1. DOROTHY #2 and SCARECROW #1 peel off, take a small bow to the audience, exit.)

ORANGE: The road was still paved with yellow brick...

GREEN: But the deeper they went into the forest the scarier it became.

(LION enters at a distance from the others, yawns, stretches and lays down to take a nap.)

YELLOW: Suddenly Toto noticed a low growl coming from the bushes.

(LION merely rolls on his back, arms and legs in the air, and growls in his sleep.)

LION: Grrrrroowwwwwlllllll...

(TOTO barks which wakes the LION up. TOTO hides behind DOROTHY’S skirt.)

Who said that? Hmm? Who dares to disturb my slumber? Was it you? Was it you?

(TOTO barks in fear.)

Ah! It was you!

(LION lurches toward TOTO trying to bite him.)

DOROTHY: *(Angry.)* You stop that! Stop that right now! That's not polite!

(LION gives a half-hearted growl at SCARECROW and TIN MAN who hide behind DOROTHY'S skirt.)

DOROTHY: You should be ashamed of yourself!

(LION suddenly turns into a cowering kitten.)

LION: But, but, but, I'm K-k-k-king of the F-f-f-forest. I'm not supposed to be pah-pah-polite. Am I?

DOROTHY: It doesn't matter who you are. It's unfair for you to try to bite a poor little dog! And to go after a poor Scarecrow and Tin Man!

(TOTO whimpers, SCARECROW and TIN MAN mimic his whimper.)

LION: B-b-b-but. I'm a lion. See? *(Shows his claws.)*

(TOTO, SCARECROW, TIN MAN howl in fear.)

DOROTHY: You're nothing but big coward!

LION: *(Whimpers.)* I know it. I've always known it. How can I help it? *(Begins to cry.)*

DOROTHY: There, there now.

LION: I am a big coward.

TIN MAN: But what makes you such a coward?

LION: I don't know. I guess I was born this way.

SCARECROW: But that's not right. You're supposed to be King of the Forest!

TIN MAN: Maybe you have heart disease. If you have you should be glad. I have no heart at all.

LION: Maybe if I had no heart I wouldn't be a coward.

SCARECROW: Do you have any brains?

LION: I suppose so. I've never looked to see.

(SCARECROW knocks on LION's head.)

SCARECROW: Sounds solid to me! We're going to visit the Wizard of OZ! He's going to give me brains. As you can see, my head is stuffed with straw.

LION: Do you think the Wizard could give me courage?

SCARECROW: Just as easily as he can give me brains.

TIN MAN: Or give me a heart.

DOROTHY: Or send me back to Kansas.

LION: Then I'll go with you! *(Suddenly meek.)* B-b-b-but only if you don't mind.

DOROTHY: That was a very polite way to put it! Of course you can go with us.
Scarecrow, are you ready?

SCARECROW: *(Puts out a toe.)* Ready!

DOROTHY: Toto, are you ready?

TOTO: *("Ready!")* Ruff! *(He puts out a toe.)*

DOROTHY: Tin Man. Are you ready?

TIN MAN: Ready!

DOROTHY: Lion are you ready?

LION: *(Puts out a foot.)* R-r-r-r-ready.

DOROTHY: Then we're off!

SCARECROW: We're off!

TIN MAN: We're off!

LION: W-w-w-we're Of-f-f-f...

TOTO: *("We're off!")* Ruff, ruff!

(SOUND CUE #7: Yellow Brick Road, short. Into Magical Land, Into Sleepy Dreamy, fade out.)

DOROTHY & SCARECROW & TIN MAN & LION: We're off to see the Wizard, the Wonderful Wizard of Oz!

TOTO: Ruff-ruff!

PURPLE: So they set out again for the Emerald city.

(The travelers walk along the parameter of the playing area, turning their backs on the CHORUS who enter carrying flowers the colors of their characters. CHORUS can make magical, lazy, sleepy sounds here.)

ORANGE: Soon they came upon a beautiful field of flowers...

(Travelers turn to see CHORUS holding up their flowers on stage.)

DOROTHY: Oh look! Aren't the beautiful?

LION: Buh-buh- buh-buh-yoo-tee-ful.

(DOROTHY plucks a flower from one of the CHORUS members, there is a "ting" from the CHORUS as she plucks. She smells its perfume.)

BLUE: But Dorothy and her friends didn't know...

YELLOW: That if you breathe in the perfume of too many flowers...

GREEN: They can make you sleepy...

(CHORUS blows gently above the flowers, like blowing the fuzz from a dandelion, sending pollen toward DOROTHY and TOTO, who drift, yawn and start to sit down.)

RED: Very, very sleepy...

(CHORUS blows scent from flowers until DOROTHY and TOTO are asleep and LION starts stretching and yawning. CHORUS exits.)

TIN MAN: Oh, dear. What should we do?

SCARECROW: The smell of the flowers is putting them to sleep.

BLUE: Not being made of flesh and bone, the flowers didn't bother the Tin Man and the Scarecrow, but...

LION: *(Big yawn.)* I think I'll take a little nap.

SCARECROW: Oh no, the Lion is falling asleep too.

TIN MAN: You take the Lion. I'll carry Dorothy and the dog.

SCARECROW: *(Trying to carry him.)* Come on, ya big lug.

TIN MAN: This way!

(OPTIONAL TRANSITION: *TIN MAN drags DOROTHY #3 into the aisle. DOROTHY #4 enters yawning. DOROTHY #3 stands sleepily, takes a small bow to audience and exits as DOROTHY #4 snuggles next to TOTO, who whimpers happily. SCARECROW #2 struggles to pull LION down another aisle. SCARECROW #2 says to SCARECROW #3: "A little help here?" SCARECROW #3 helps, SCARECROW #2 takes a small bow to audience and exits. Note: TIN MAN and LION may be replaced at this point if desired.)*

SCARECROW: It's safe here. Let's let them sleep.

TIN MAN: *(Yawning)* Yes, let's let them sleep.

(They settle in heap, sleeping. LION snores. CHORUS uses instruments to make a dreamy sound.)

YELLOW: But when they woke up they were surprised to see that they had been
Sleeping in the Wizard's front yard!

(DOROTHY wakes and looks around, TOTO hops up and sees what DOROTHY sees and barks.)

DOROTHY: Scarecrow, Lion! Wake up!

(ALL wake and see what DOROTHY sees. We hear magical chimes from CHORUS.)

TIN MAN: Why, it's the Emerald City!

SCARECROW: It has to be!

DOROTHY: Look how it sparkles in the sun!

LION: C-c-c-c-come on.

TOTO: Ruff! Ruff!

PURPLE: So they ran as fast as they could...

(They join hands and run...)

ORANGE: Until they came to some big green doors.

(...but suddenly hit the doors with their heads. Sound from CHORUS: "boing!" They stand back to look up very high to the top of the doors.)

GREEN: The doors were studded with dazzling emeralds!

RED: Dorothy rang the bell. *(CHORUS rings a bell.)*

YELLOW: And the Lion knocked. *(CHORUS makes sound of knocking.)*

(GATEKEEPER enters carrying a small window, or picture frame with a cloth over it, that he lifts to indicate an opening in the door.)

GATEKEEPER: *(Gruff.)* Stop that!

DOROTHY: Stop what?

GATEKEEPER: Ringing that infernal bell! How could you do such a thing at this hour?

TIN MAN: But it's eleven o'clock in the morning.

GATEKEEPER: Exactly. Come again at a decent hour.

SCARECROW: Please sir, we've come to see the great Wizard of Oz.

GATEKEEPER: And what makes you think he will see you?

DOROTHY: We've come a very long way...

TIN MAN: Through the deep dark forest.

LION: Very deep, very d-d-d-d-deep.

GATEKEEPER: I don't care where you've come from, go away. *(Lets flap fall and starts to walk away.)*

DOROTHY: Well, I never! *(She rings bell again.)*

GATEKEEPER: *(Opening.)* You again!

DOROTHY: You are not being very polite, sir!

GATEKEEPER: I am the Gatekeeper to Oz! I don't have to be polite.

DOROTHY: Everyone has to be polite.

GATEKEEPER: Really? I'd never heard that before. Are you sure?

DOROTHY: Very sure.

GATEKEEPER: Hmm. Then I suppose I better let you in.

(He opens "door" [CHORUS makes the sound of a hinge] and lets them in.)

LION: D-d-d-d-does this mean you'll let us see the Wizard?

GATEKEEPER: Of course not. I'm merely being polite.

DOROTHY: Please sir we must see the Wizard. I just have to get back to Kansas!

SCARECROW: And I need a brain!

TIN MAN: And I need a heart!

LION: And I need c-c-c-c-courage.

GATEKEEPER: And what do you expect me to do about it?

DOROTHY: They told us the Wizard could do these things for us.

GATEKEEPER: They did, did they? Who are *they*?

DOROTHY: The Good Witch Glinda and the Munchkins!

GATEKEEPER: Eeek! Munchkins! I hate Munchkins! *(Holds his nose and cocks his head.)*

DOROTHY: Well they were very nice to me.

GATEKEEPER: All right, all right. Ill take you to see the Wizard. But you be polite, young lady. Everyone has to be polite you know.

BLUE: So the Gatekeeper took them to a large room...

GATEKEEPER: *(Gesturing.)* This is the Throne Room. *(CHORUS gives a roll and a crash of cymbal for drama.)*

GREEN: It glittered with diamonds and jewels!

GATEKEEPER: Sit still and the Wizard will be with you just as soon as he feels like it.

(ORANGE and PURPLE carry a cloth or sheet painted with a large head. They hold it at opposite sides to cover the entrance of the Wizard who stands behind the sheet. They may shake or shimmer the cloth to make it seem magical. WIZARD may pound against the sheet as he talks, showing forcefulness.)*

YELLOW: There was a great chair and above the chair...

(SOUND CUE #8: Magical Wizard of Oz.)

ORANGE: Was a great head that seemed to float in the air.

PURPLE: After a while, the head spoke!

WIZARD: *(Loud and frightening.)* I am the Great and the Wise and the Wonderful Wizard of Oz! How dare you disturb me from my Wizardly.. uh... Wizardness! Who are you? Explain yourself!

(TOTO barks, LION whines and ALL stand behind DOROTHY cowering.)

DOROTHY: I am the small and the meek Dorothy. Please your Wizardship. We have come a long way to ask your help. I need to get back to my home in Kansas, my Auntie Em must be sick with worry about me.

WIZARD: Why should I do this for you?

DOROTHY: Because you are strong and I am weak. Because you are a great Wizard and I am only a little girl.

WIZARD: You! You have no right to ask me to do anything for you unless you do something for me.

DOROTHY: What would you like me to do?

WIZARD: Kill the Wicked Witch of the West!

DOROTHY: I can't do that! If you're so great and wonderful why can't you do it yourself?

WIZARD: Because! Because... I do not know! Now go away and do not bother me

until you have done what I ask.

SCARECROW: But what about the rest of us? I need a brain.

TIN MAN: I need a heart.

LION: I need courage.

WIZARD: You must help Dorothy kill the Wicked Witch of the West. Don't come back until you do! I have spoken!

(CHORUS hits a gong/cymbal for emphasis. ORANGE and PURPLE exit with cloth as WIZARD stays hidden, exiting. DOROTHY begins to cry.)

TIN MAN: Don't cry Dorothy.

DOROTHY: I guess I'll never get back to Kansas. I'll probably never see my Auntie Em again.

(The others tear up.)

LION: Now you're making me cry.

TIN MAN: *(Rusting up.)* Oil can! Oil can! *(SCARECROW quickly oils him.)*

(GATEKEEPER has seen this and is crying too.)

GATEKEEPER: You can do it, Dorothy.

SCARECROW: We'll help! I'll scare her like I scared the crows.

TIN MAN: And I'll bop her with my trusty ax.

LION: And I'll roar so ferocious, you'll think I already have c-c-c-courage.

GATEKEEPER: Follow me, I'll show you where to go.

RED: And so the Gate Keeper pointed them in the right direction, toward the castle of the Wicked Witch of the West.

GATEKEEPER: *(Wiping away tears.)* Good luck! *(Exits.)*

BLUE: The sad group set out on their journey.

(DOROTHY and OTHERS walk sadly around the playing area.)

SOUND CUE #9. *Scary Witch, into Flying Monkeys, into Comical crash landing.*

OPTIONAL TRANSITION: *DOROTHY #4 cries as she walks. DOROTHY #5 enters with hankie, sees her, says, "Awe, there now", dabs DOROTHY #4's eyes and gives her hankie. DOROTHY #4 takes hankie and turns to give the audience a small bow, exits. This should happen quickly.*

WICKED WITCH enters with telescope and broom stick.

OPTIONAL TRANSITION: *SCARECROW #3 sees WITCH and says "Hey, look at that!" and motions to SCARECROW #4 who is standing by. SCARECROW #4 crouches down next to SCARECROW #3 and says, "Wow!" SCARECROW #3 stands and takes short bow and exits. This should happen quickly.*

FLYING MONKEYS CHIMP, SCAMP and RASCAL enter and crouch around WICKED WITCH, making monkey sounds.)

GREEN: Now the Wicked Witch of the West had only one eye...

YELLOW: But she used a powerful telescope and she could see everywhere!

WICKED WITCH: Well isn't that sweet? What's the little girl's name?

FLYING MONKEY/CHIMP: Dorothy, if you please oh Great Witch of the West.

WICKED WITCH: Well, I *don't* please! They are trespassing in my territory! Where did they come from?

FLYING MONKEY/RASCAL: They were sent here by the Wizard of Oz.

WICKED WITCH: Oz is it? That weak little Wizard is at it again, is he?

FLYING MONKEY/SCAMP: He's sent them to kill you, Oh Great Evil One.

WICKED WITCH: *(Laughs maniacally.)* Never, I tell you! Never! I've got a great surprise for that silly Wizard of Oz. Get them, my pretties! Bring them to me!

ORANGE: And so the Flying Monkeys set out to do as the Witch had ordered.

(ALL PERFORMERS in front row & CHORUS make the sound of monkeys chirping.)

GREEN: There were so many flying Monkeys that the sky was black with them!

(ALL link their thumbs together, using fingers like wings, raise arms, "fly" their wings over their heads.)

TIN MAN: *(Pointing up.)* Look!

SCARECROW: They must work for the Witch!

LION: RUUUUNNNNNNNNN!!!!!!!!!!!!!!

(They run to the playing area, crouching, covering their heads. FLYING MONKEYS surround them, making a circle around them by holding hands. They are crowded together as the FLYING MONKEYS chirp monkey sounds.)

YELLOW: And the flying monkeys carried them AWAY!!!!!!

(DOROTHY and OTHERS scream as the FLYING MONKEYS “carry” them in circles around the stage at last they deposit them before the laughing WICKED WITCH.)

WICKED WITCH: Ha! Ha! I know what you’re up to. The Wizard sent you to kill me! Isn’t that amusing? *(She makes a magic motion, putting a spell on her broom, turning it to a burning torch.)* Hey Scarecrow! Catch!

PURPLE: The witch threw a burning torch at him! *(SCARECROW screams. OTHERS help him, stamping out the fire.)*

DOROTHY: How could you? You might have killed him!

WICKED WITCH: They don’t call me Wicked for nothing! Just fighting a little fire with fire. Seize them! *(FLYING MONKEYS grab them.)* Take the scarecrow to the barn, scatter him around with the hay. And take the Tin Man to the waterfall, that ought to rust you up nicely. And this great Lion? Ha-ha! Harness him like a donkey and put him to work!

DOROTHY: You wicked thing!

WICKED WITCH: Here’s my broom stick, sweet little Dorothy. Get to work!!! *(Throws broom, laughs. To MONKEYS.)* Well, don’t just stand there! Get to it!

CHIMP: Yes, your Wickedness.

SCAMP: Right away, your Evil-ship.

RASCAL: Your wish is our command.

(FLYING MONKEYS exit with all but DOROTHY, leaving her alone with the WITCH.)

WICKED WITCH: *(To DOROTHY, gives her a bucket and mop.)* And when you’re finished you can mop the floor! Be quick about it!

RED: But suddenly the Witch noticed something she hadn’t seen before...

(Magical sound from the CHORUS, the “ting” of a triangle.)

WICKED WITCH: Those shoes! Those ruby slippers! Where did you get them?

DOROTHY: From the Wicked Witch of the East. I killed her... It was an accident. Glinda told me never to take them off...

WICKED WITCH: Glinda! Glinda! I’ll get that good witch back. Give me those shoes!

DOROTHY: No.

WICKED WITCH: Don’t be a fool, I can have you torn limb from limb. *(Claps hands.)* Monkeys! Come to me, my pretties!

(FLYING MONKEYS enter, making excited monkey sounds and begin to move in on DOROTHY.)

DOROTHY: No. Get away from me! I'll never give up the ruby slippers. Never!

GREEN: Dorothy grew so angry that she picked up the bucket of water and threw it on the witch!

(DOROTHY dumps water on the WICKED WITCH. This can be confetti to indicate water.)

SOUND CUE #10: *Witch melting.*)

WICKED WITCH: Ahh!!! What have you done? I'm melting! I'm melting! Ahhh!!!!
What have you done??? I'm meeeelllittting!!!!

(WICKED WITCH falls to a heap on the floor. CHORUS can make sounds with their instruments, also they can cry out: "She's melting, she's melting!")

CHIMP: You've killed her!

SCAMP: You killed our Witch!

DOROTHY: Oh, I'm so sorry! I didn't mean to. I had no idea that water would make her melt.

RASCAL: Hip Hip Hooray!

MONKEYS: Hip Hip Hooray! Hip Hip Hooray!

(The FLYING MONKEYS fall to their knees.)

CHIMP: She was a very evil witch! You have saved us from her! From now on we pledge ourselves to you, Dorothy.

MONKEYS: All hail, Dorothy!!!

CHIMP: Your wish is our command.

DOROTHY: Oh please do stand up. You shouldn't pledge yourself to me. I'm only a little girl.

RASCAL: You have freed us, Dorothy. Please tell us what we can do for you.

DOROTHY: Well, I suppose you could help us get back to the Emerald City.

TIN MAN: Yes, let's go back to the Wizard of Oz and claim our promise!

DOROTHY: *(With Witch's broom.)* We're off! *(Puts out toe.)*

MONKEYS: We're off! *(They put out their toes.)*

SCARECROW: We're off!

TIN MAN: We're off!

LION: We're off!

TOTO: Ruff! Ruff!

DOROTHY: We're off to see the Wizard!

ALL: The Wonderful Wizard of Oz!

(SOUND CUE #11: Yellow Brick Road, short. Into Flying Monkeys.)

YELLOW: So everyone climbed on to the Flying Monkeys' backs and they flew all the way back to Oz.

(PURPLE and BLUE become FLYING MONKEYS and join the others on stage. FLYING MONKEYS flap arms as DOROTHY and the OTHERS hold onto their shoulders. They "fly" around the playing area or down the aisle and into the audience. CHORUS makes magical sounds as they fly and PERFORMERS may use their hands again to make wings.)

OPTIONAL TRANSITION: DOROTHY #6 enters from audience and says to DOROTHY #5 "Hey let me try!". DOROTHY #5 agrees, climbs off her MONKEY and DOROTHY #6 climbs on his back. SCARECROW #3 exits and SCARECROW #4 enters the same way. These transitions can happen at the same time. DOROTHY #5 and SCARECROW #3 take a quick bow and exit.

(MONKEYS fly back to stage, deposit DOROTHY and OTHERS, climbing off the MONKEYS' backs.)

DOROTHY: *(To FLYING MONKEYS.)* Thank you. That was awfully nice of you.

MONKEYS: All hail Dorothy! Hip Hip Hooray! *(They wave goodbye.)*

DOROTHY: *(waving)* Goodbye! Thank you.

(FLYING MONKEYS and BLUE and PURPLE exit as GATEKEEPER enters.)

SCARECROW: They were awfully nice monkeys.

TIN MAN: Ring the bell, Dorothy. *(She does, CHORUS makes sound.)*

GATEKEEPER: *(Lifting flap.)* Dorothy! Back again already? Didn't the Wicked Witch capture you?

DOROTHY: Yes, for awhile she did.

GATEKEEPER: And she let you get away?

DOROTHY: She couldn't stop us. She melted. See? I brought her broom to prove it!

GATEKEEPER: Goodness gracious! Wait 'till the Wizard hears about this!

ORANGE: So once again the Gatekeeper led them to the Wizard's Throne Room.

(SOUND CUE #12: Magical Wizard.)

ORANGE and PURPLE bring on cloth/sheet, covering the Wizard, as before. He punches the sheet to emphasize his words.)

WIZARD: I am the Great the Wise and the Wonderful Wizard of Oz!

DOROTHY: If you please sir, we already know who you are. Don't you remember us?

WIZARD: I remember everything because I am so Great and Wise...

DOROTHY: You've already told us that. It's not polite to repeat yourself.

PURPLE: This surprised the Wizard, no one had ever spoken to him like that before.

WIZARD: But, but I'm the Wizard, the wonderful wizard...

DOROTHY: Yes, yes! We've come to claim our promise.

WIZARD: Promise? What promise? I don't remember any promise!

DOROTHY: You said if we killed the Wicked Witch you'd send me back to Kansas!

SCARECROW: You promised to give me a brain.

TIN MAN: You promised to give me a heart!

LION: And you promised to give me c-c-c-c-courage.

TOTO: (*"You promised!"*) Ruff! Ruff!

DOROTHY: We got rid of the old Witch! Here's her broom to prove it.

WIZARD: Yes, well... Come back tomorrow!

DOROTHY: We can't wait till tomorrow. I want to go to Kansas today!

SCARECROW: You have to keep your promise to us!

LION: (*To DOROTHY.*) Let's see if this works. (*To WIZARD.*)
RRRROOOOAAAARRRR!!!!!!!

(This works TOTO up, he begins to bark and claws at the sheet.)

DOROTHY: Toto! No!

ORANGE: But Toto wouldn't stop!

(TOTO pulls sheet down. WIZARD stands before them, nervous, wearing little spectacles and bowler hat.)

DOROTHY: Who are you?

WIZARD: I am OZ, the Great the Wise the...

TIN MAN: You're not a Wizard at all. You've been lying to us!

WIZARD: I'm afraid so. I am what you see here, an ordinary man. I was riding in hot air balloon one day, and wind carried me to Oz.

SCARECROW: This is terrible! How will I ever get my brain now?

DOROTHY: I think you are a very bad man.

WIZARD: No my dear, I am a good man. But I am a very bad Wizard.

LION: I guess I'll never get my courage.

WIZARD: Well, it's true that I can't work magic. I am from Omaha and there's really no magic there. But I might be able to help.

SCARECROW: You can give me brains?

WIZARD: You really don't need them you know. You learn something every day and that is how one gets smart. But I do have some fresh hay around here.. (*YELLOW hands to him.*) Here it is. Let's stuff some this in there. (*Stuffs SCARECROW's head.*) And then of course I can give you my diploma.

SCARECROW: (*Delighted.*) Diploma!?

WIZARD: From the University of Omaha. Here you go. How do you feel?

SCARECROW: "I" before "e" except after "c". Hey!

WIZARD: Spell Mississippi.

SCARECROW: M-i-s-s-i-s-s-i-p-p-i. It works!

WIZARD: And as for your heart. I have been saving this since a Valentine's Day long ago. A pretty little girl gave it to me. If there is any love left in it, it should do the trick. (*He tapes a red heart to TIN MAN's chest.*)

TIN MAN: Is it a kind heart?

WIZARD: Yes, very.

TIN MAN: Then it's perfect.

LION: What about my courage?

WIZARD: Very well, I'll get it for you.

BLUE: (*He is holding the bottle high, making WIZARD reach.*) The Wizard reached to

the very top shelf... *(He gives WIZARD the green bottle, WIZARD takes it to LION).*

WIZARD: Drink.

LION: W-w-w-w-what is it?

WIZARD: Well, if it were inside of you it would be courage. Courage is always inside yourself. If you're brave enough to drink what is in the bottle, then you will have courage.

LION: I'll do it! *(He holds his nose as he drinks.)*

WIZARD: How do you feel?

LION: Full of courage! Like the King of the Forest! Roar!!!!!!!

TIN MAN: But what about Dorothy? How will she get back to Kansas?

WIZARD: That's a tricky one. But I do think I have a solution.

DOROTHY: You do?

(RED and BLUE enter holding another sheet. A bench or step-stool is behind them.)

WIZARD: I came here in a balloon but of course it was destroyed in the landing. But I've been making a new one out of silk and hot air.

RED: The Wizard unveiled his balloon.

(RED and BLUE pull off cloth with a flourish. ALL ooh and ah at the imaginary balloon. WIZARD stands on bench.)

WIZARD: I'm not sure which direction Kansas is in, but I do believe this balloon will get us closer to it than we are at the moment.

DOROTHY: Oh! It's wonderful! Can we go now?

WIZARD: Climb aboard!

DOROTHY: Oh, dear, I'll have to leave you all behind.

TIN MAN: Don't cry Dorothy. You'll make me cry and you know how rusty I can get.

DOROTHY: I'll miss you all very much.

(She embraces them. TOTO wanders away.)

SCARECROW: Go on, Dorothy.

WIZARD: Hurry up, Dorothy!

DOROTHY: Come on, Toto. *(Looks for him.)* Toto?

PURPLE: But at that moment someone in the crowd was eating her lunch and Toto was very hungry.

(TOTO is in audience, sniffing and barking at an audience member.)

DOROTHY: Toto! Come here! Hurry up!

WIZARD: Can't you see the ropes are snapping, Dorothy! Climb on!

DOROTHY: But I can't go without Toto!

(She runs out to get him, is trying to haul him back to playing area. Just as she gets near the "balloon", RED and BLUE lift the cloth slowly from the ground and wiggle it as they raise it in front of WIZARD, indicating that he is drifting up.)

Come back! I want to go with you!

WIZARD: I can't come back, my dear. So sorry! Goodbye!

BLUE: Dorothy watched as the Wizard drifted away in the sky.

(WIZARD exits from behind the cloth and GLINDA takes his place, hidden by the cloth.)

RED: But while everyone was watching the Wizard drift away, they saw another figure appear in the clouds.

TOTO: Ruff! Ruff!

DOROTHY: Why it's Glinda, the Good Witch of the North!

TOTO: Ruff! Ruff!

(SOUND CUE #13: Magical Land.

RED and BLUE slowly lower the cloth to reveal GLINDA.)

GLINDA: I have heard of your travels Dorothy. You want to go home to Kansas very badly.

DOROTHY: Oh I do so want to go home. Can you tell me how?

GLINDA: You have the power, Dorothy. You have had it with you all the time.

DOROTHY: I have?

GLINDA: It's in your ruby slippers. Remember I told you they were magical? All you have to do is to click the heels together three times and say "There's no place like home". An in the blink of an eye, you will be home.

DOROTHY: Oh, Good Witch, I can't thank you enough. *(To others.)* I guess it really is

goodbye this time.

SCARECROW: Be good, Dorothy.

LION: Stay strong.

TIN MAN: Go home to the ones you love.

DOROTHY: Here goes. *(She closes her eyes, clicks her heels.)* There's no place like home. There's no place like home. There's no place like home...

(SCARECROW, TIN MAN and LION say "There's no place like home," with her once, then ALL PERFORMERS (and audience if they like!) chant with DOROTHY.)

ALL: *There's no place like home. There's no place like home...*

(Repeat as SCARECROW, TIN MAN and LION exits slowly, waving.)

RED and BLUE use the large piece of cloth and raise it as before, in front of DOROTHY.

DOROTHY: Hurry, Toto. We can't miss our chance again!

(TOTO barks happily as cloth rises. All is quiet. Behind the cloth DOROTHY removes her shoes. AUNTIE EM and UNCLE HENRY enter, AUNTIE EM is carrying a watering can. They tend to a garden.)

GREEN: Auntie Em and Uncle Henry had just come out of the house to water the cabbages...

(TOTO peaks around cloth, sees AUNTIE EM and UNCLE HENRY. Barks wildly to hidden DOROTHY.)

AUNTIE EM: *(Astonished.)* Toto?

UNCLE HENRY: Why it is, Emily, it's Toto!

(Finally TOTO pulls down the cloth with his teeth!. There is DOROTHY in her stocking feet.)

AUNTIE EM: Goodness Gracious!

PURPLE: There was Dorothy standing in her cornfield in Kansas!

ORANGE: At home at last.

(AUNTIE EM and UNCLE HENRY rush to embrace her.)

UNCLE HENRY: Dorothy!

AUNTIE EM: Oh, my darling child! Where have you been?

DOROTHY: I've been far away to a land you can only dream of.

TOTO: (*"Where's the red slippers?"*) Ruff! Ruff! Ruff!

DOROTHY: Where are the ruby slippers?

TOTO: (*Where'd they go!?"*) Ruff! Ruff! Ruff!

(DOROTHY looks at her feet and wiggles her toes.)

DOROTHY: I guess I don't need them anymore, Toto.

UNCLE HENRY: Promise not go away again, Dorothy?

DOROTHY: I promise Auntie Em, Uncle Henry! There's no place like home! There's
No place like home!

BLUE: All hail Dorothy!

(SOUND CUE #14: Fanfare. Into Bows and Curtain Call.)

ALL: Hip Hip Hooray! Hip Hip Hooray!!

(OTHER DOROTHYS pop onto stage one by one.)

DOROTHY #1: Hey, what about me?

DOROTHY #2: And me!

DOROTHY #3: And me!

DOROTHY #4: And me!

DOROTHY #5: And me!

BLUE: Hail all Dorothys!

ALL: Hip, hip, hooray! Hip hip hooray!

(ALL throw all their hats and soft props in the air.)

Hip hip hooray!

(AUNTIE EM and UNCLE HENRY bow. SCARECROWS enter and each takes a hand of a DOROTHY. They raise hands like champions, bow together. GLINDA enters, followed by MUNCHKINS who are eating or juggling apples. The TREES rush on to grab back the apples. They bow and stand aside. GATEKEEPER, TIN MAN and LION enter and bow. FLYING MONKEYS enter, ALL PERFORMERS in front row and CHORUS use their hands to make wings. MONKEYS gesture to them ALL who stand and bow like a "wave" around the horseshoe perimeter of the playing area. WIZARD OF OZ enters and gestures to the cloth that is being held up as before. The cloth drops to reveal the

WICKED WITCH of the WEST caught red-handed with the ruby slippers DOROTHY left there. TOTO barks and chases WITCH out into the audience.)

WITCH: They're mine I tell you ! My ruby slippers! Mine!

(WITCH screams as TOTO runs her out of the room. As she exits she throws the ruby slippers over her shoulder. TOTO retrieves the shoes and runs back on...)

TOTO: Ruff! Ruff!

(ALL DOROTHYS circle TOTO and pet him. He's a happy little pup.)

END

PRODUCTION NOTES

Casting Options:

If you need to make your cast smaller or larger you have the most flexibility in the CHORUS, MUNCHKINS, TREES and FLYING MONKEYS. You can easily double these parts or divide lines up between more performers. The largest roles are DOROTHY and SCARECROW. If you are concerned that it is too much for just one girl and boy you might consider dividing the roles and casting as many as 6 DOROTHYS and 4 SCARECROWS. OPTIONAL TRANSITION times are noted in the script. In this case each DOROTHY and SCARECROW should wear a very distinctive costume piece that identifies them as DOROTHY or SCARECROW. You might make an announcement to explain the casting option before the show or print it in a program. At the end have all DOROTHYS and all SCARECROWS bow together. If you wish to divide up the roles of TIN MAN and LION you may do this on page.

Shortening the Play:

If you need a shorter production, I suggest you cut the TREES, FLOWER FIELD and GATEKEEPER scenes. The rest of the play can stand on its own without these scenes.

Pantomime:

Kids call it “pretend”, actors call it “mime”. Whatever term you use it means acting as if you are doing a thing even if you are not. To get kids to understand tell them to “pretend” brushing their teeth. Now tell them to “mime” brushing their teeth. It’s the same thing isn’t it? School-Plays use a lot of pantomime to stimulate imaginative performances.

Playing Area:

The audience should be seated on three sides of the playing area, like a horseshoe, on the same floor. A stage may be used but this less formal staging brings the action closer to the audience, gives the performers more room and has been very successful for children’s theatre. If there are children in the audience they may be seated on the floor close to the actors.

Percussion Instruments:

A slide whistle can be very funny when a character falls down. You can usually find an inexpensive plastic version at a novelty store. Chimes are very useful and sound wonderful for magic moments.

Greek Chorus:

Invented by the ancient Greeks, this chorus comments on the action, sings and narrates during the performance. We use the tradition here to help the flow of the story.

Upstage etc.:

Upstage is the part of the stage that is farthest from the audience. Downstage or foot is closest to the audience. Stage right is the actor’s right NOT the director’s or the audience’s right. Stage left is also the actor’s left.

Offstage:

Offstage usually means the wings of the stage or behind the scenery. Here we are allowing the audience to see the actors at all times, so offstage means out of the playing area. Performers who are not on stage should participate throughout the performance by reacting to what is happening on stage.

Cloth or Sheet: Using large pieces of cloth can be a very effective and very inexpensive way to add drama to a scene. Here we use it to make wind, to cover the Wizard and eventually to show him magically disappearing. Professionals use silk, but I've found that fabric which is called "lining" is very inexpensive and works just as well. Two or more performers can hold opposite ends and then waft it on a breeze. This can be floated in and among the characters in playing area. Allow performers to play with it to see what kinds of ideas they might have to create dramatic effects.

Performing in Audience:

Almost any playing area will have exits and entrances behind the audience. Have the performer simply run up the aisle and exit out the rear door. This is especially effective for a chase scene where the performer can be pursued through one door and enter through another. In this play Dorothy and others exit through audience aisle as a way of indicating distance from the Wicked Witch's scene. If such staging is impossible use traditional entrances and exits.

Prop List:

Purple's cheat-sheet
 Lightweight cloth for wind
 Dorothy's wig and red shoes
 Artificial flowers
 Glinda's magic wand
 Scarecrow's pole, hay
 Trees' branches, apples
 Tin Man's ax, oil can
 Gatekeeper's picture frame with flap
 Wizard's sheet/cloth
 Witch's broom
 Witch's mop and bucket
 Confetti for water
 Diploma
 Red heart
 Green bottle

L. Frank Baum

Lyman Frank Baum was born on 15 May, 1856 in Chittenango, New York. He spent his childhood living on a luxurious country estate called 'Rose Lawn', his father having made a fortune in the oil fields of Pennsylvania.

He married Maud Gage in 1882, the daughter of a leading suffragette, and the family moved westwards to South Dakota. He worked in the theatre and in newspapers and magazines, he manufactured a patent axle grease called Baum's Castorine, managed a general store called Baum's Bazaar, and was even a poultry farmer.

His first two books retold traditional stories, although the last story in *Mother Goose in Prose* (1897) introduced the character of a young girl named Dorothy. This led him towards the creation of the land of mystery and delight called Oz, and thus, in 1900, *The Wonderful Wizard of Oz* was born. It was an overnight success, and within two years a stage musical of the book had been produced, with Baum himself writing the lyrics and so fulfilling an earlier ambition to be a playwright. However he was forever identified with Oz by the public and as a result he wrote a further thirteen volumes about this mystical land, including *Ozma of Oz* (1907), *The Road to Oz* (1909), *The Lost Princess of Oz* (1917) and, finally, *Glinda of Oz* (1920).

Kathryn Schultz Miller

Kathy co-founded the professional ArtReach Touring Theatre and served as Artistic Director for over 20 years. Most of her 44 plays have been published and have won countless awards. Her play *A Thousand Cranes* was performed at the Kennedy Center, the Sundance Institute, and has been produced thousands of times the world over. She has won Playwriting Fellowships from the National Endowment for the Arts, the Ohio Arts Council and the Post-Corbett Foundation. Kathy lives in Cincinnati with her husband Barry, who handles orders, soundtracks and website design for Children's Theatre Plays.com.

List of Available Plays

If you are interested in other plays, please call or email us, or visit our website. Thanks.

<input type="checkbox"/> A Christmas Carol	SCHOOL PLAY VERSION - for teachers & students
<input type="checkbox"/> A Thousand Cranes	The story of Sadako, a young Hiroshima victim
<input type="checkbox"/> A Thousand Cranes	SCHOOL PLAY VERSION - for teachers & students
<input type="checkbox"/> Aladdin and the Magic Lamp	Magical characters, audience participation!
<input type="checkbox"/> Alice in Wonderland	Lewis Carroll and Alice in Wonderland
<input type="checkbox"/> Alice in Wonderland	SCHOOL PLAY VERSION - for teachers & students
<input type="checkbox"/> Amelia Earhart	Amelia's life and her final, tragic flight
<input type="checkbox"/> Annie Oakley	The true story of an American heroine
<input type="checkbox"/> Beauty and the Beast	A classic tale, beautifully told
<input type="checkbox"/> Blue Horses	Four children act out their dreams
<input type="checkbox"/> Choosing Sides for Basketball	Kids deal with life and self esteem
<input type="checkbox"/> Cinderella	SCHOOL PLAY VERSION - for teachers & students
<input type="checkbox"/> The Emperor's New Clothes	A rollicking version of the classic tale
<input type="checkbox"/> The Emperor's New Clothes	SCHOOL PLAY VERSION - for teachers & students
<input type="checkbox"/> Hansel and Gretel	Classic fairy tale, audience participation!
<input type="checkbox"/> Haunted Houses	Four children tell haunting real life stories
<input type="checkbox"/> I Think I Can	A young girl gains confidence through imagination
<input type="checkbox"/> I'm a Celebrity!	An unpopular boy dreams of becoming famous
<input type="checkbox"/> Island Son	A Caribbean boy on an enchanted island
<input type="checkbox"/> Jack and the Beanstalk	Hilarious version, audience participation!
<input type="checkbox"/> Knights of the Round Table	King Arthur fights the forces of evil
<input type="checkbox"/> Laura Ingalls Wilder	Voice of the prairie
<input type="checkbox"/> Legend of Sleepy Hollow	Innovative retelling of the classic tale
<input type="checkbox"/> Legend of the Trouble Dolls	Central American legend comes to life
<input type="checkbox"/> Lewis and Clark	A Bicentennial of Discovery!
<input type="checkbox"/> The Mark Twain Show	Tom Sawyer, Huck Finn, and company
<input type="checkbox"/> Mountains are a Feeling	Appalachian stories and folk tales
<input type="checkbox"/> Peter Pan	SCHOOL PLAY VERSION - for teachers & students
<input type="checkbox"/> Pinocchio	SCHOOL PLAY VERSION - for teachers & students
<input type="checkbox"/> Poe! Poe! Poe!	Poe's life and classic writings
<input type="checkbox"/> The Princess and the Pea	Full length, large cast - junior and senior high students
<input type="checkbox"/> Red Badge of Courage	The classic Civil War story
<input type="checkbox"/> Robin Hood	The classic Medieval adventure tale
<input type="checkbox"/> Rumpelstiltskin	A delightfully rich Scottish setting
<input type="checkbox"/> Shakespeare to Go!	Scenes from the Bard, playfully told
<input type="checkbox"/> The Shining Moment	A grandfather's final, loving gift
<input type="checkbox"/> Snow White & the 7 Dwarfs	SCHOOL PLAY VERSION - for teachers & students
<input type="checkbox"/> The Sword in the Stone	Merlin teaches Arthur to be a good king
<input type="checkbox"/> The Time Machine	Two children hitch a ride into the future
<input type="checkbox"/> Trail of Tears	Cherokees removal from their homeland
<input type="checkbox"/> The Very Bestest Present	Hilarious holiday fun!
<input type="checkbox"/> We Are The Dream	The legacy of Martin Luther King, Jr. - SCHOOL PLAY
<input type="checkbox"/> Welcome Home	A Vietnam veteran shares his memories
<input type="checkbox"/> Why Do Heroes Have Big Feet?	Midwest tall tales adapted for touring
<input type="checkbox"/> The Wizard of Oz	SCHOOL PLAY VERSION - for teachers & students
<input type="checkbox"/> Yearning to Breathe Free	A Caribbean boy travels to America
<input type="checkbox"/> You Don't See Me	A young girl deals with the loss of her brother
<input type="checkbox"/> Young Cherokee	Native American culture and myths

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THE WIZARD OF OZ**

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