

SLEEPING GOLDILOCKS AND THE SEVEN DWARFS

by Edith Weiss

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SLEEPING GOLDBLOCKS AND THE SEVEN DWARFS

A One Act Comedic Farcical Fairy Tale

by **Edith Weiss**

SYNOPSIS: On their way to sell rutabagas at the market, Stef and Harley, hearing ominous growling, run inside a cottage in the Enchanted Woods. The cottage's owners, Evalinda and Dorabelle, insist on a story in exchange for allowing them to stay. Stef starts the story of the Sleeping Beauty, when the Princess Sleeping Beauty herself enters and makes the story come alive. Things go from weird to worse when 3 angry bears, hot on the heels of Goldilocks, run into the cottage. Then Snow White and the 7 Dwarfs, outrunning the Evil Queen, and a combat ready Hansel and Gretel join the group. A spell puts Sleeping Beauty, Snow White, and Goldilocks, as well as the two Princes who arrive to rescue them, into a deep enchanted sleep. In a harrowing climax, the Evil Queen arrives to wall up the sleepers and the only person who can save the day is Fifi the Blue Haired Fairy, who has unfortunately lost all her magic powers. How she makes it end happily lends an original and funny ending to this fractured fairy tale.

CAST OF CHARACTERS

(9 females, 6 males, 8 either; gender flexible)

STEF (m)	Harley's older brother. Responsible, smart. <i>(84 lines)</i>
HARLEY (m).....	Stef's younger brother. Impulsive, looking for an easy way to get rich. <i>(58 lines)</i>
EVALINDA (f).....	A nice lady that lives in a cottage in the woods. <i>(58 lines)</i>
DORABELLE (f).....	Evalinda's sister. Neither of them get out much. <i>(56 lines)</i>
PRINCESS PRINCESS (f)	A polite and timid sleeping beauty. <i>(21 lines)</i>
GOLDBLOCKS (f).....	Very bratty, selfish. <i>(17 lines)</i>
MAMA BEAR (f).....	A warm and wonderful mother bear. <i>(16 lines)</i>

- PAPA BEAR (m)..... Typical dad, outraged at Goldilocks’ “home invasion”.
(14 lines)
- BABY BEAR (m/f)..... A very dramatic little bear.
(19 lines)
- LITTLE OLD (m/f)..... An old dwarf with a PhD.
(12 lines)
- BUNCLE (m/f) A dwarf who is grumpy because his feet hurt. (12 lines)
- YANNA (m/f)..... A dwarf who tends to panic.
(13 lines)
- TWEENY (m/f) A sweet dwarf who is a dancer.
(12 lines)
- OOTA (m/f)..... A new age dwarf. (12 lines)
- NOREESY (m/f)..... A dwarf with allergies.
(13 lines)
- DAGMIRE (m/f)..... A dwarf who is practical.
(12 lines)
- SNOW WHITE (f)..... A sweet and clueless girl.
(14 lines)
- HANSEL (m)..... A boy with Arnold Schwarzenegger’s attitude. German accent. (16 lines)
- GRETEL (f)..... Little girl, Arnold Schwarzenegger in a skirt. German accent. (21 lines)
- PRINCE CHARLES (m)..... The elder brother. Rich, entitled, and charming.
(31 lines)
- PRINCE ALEJANDRO (m)..... The younger brother, charming and wily. In constant competition with Charles.
(25 lines)
- EVIL QUEEN (f)..... Snow White’s evil Queen. Talks to her hand mirror.
(23 lines)

FIFI (f) A blue haired, insecure fairy from Pinocchio who has lost her magical powers. (12 lines)

DURATION: 45 minutes

TIME: The middle ages

SETTING: Deep in the woods

SPECIAL EFFECTS

- The woods: owls, cawing
- Growling sounds
- Clanging sounds
- Knock on door
- A crash

PRODUCTION NOTES

Part of the action in the beginning depends on Stef and Harley not seeing the cottage of Dorabelle and Evalinda while they are walking through the woods. This can be achieved by lights or, without the use of lighting this will work if there is a SR part of the stage that thrusts into the audience, or if there's a way to work the first scene in the audience.

The door to the cottage is either Stage Right or Upstage Right. If Upstage right, a window could be placed next to the door so we can still see the action going on outside the cottage at the door.

It's a big cast, and if you have a big table upstage characters can sit on, around, and under you will solve a lot of the staging.

“Jawohl”, which is German for ‘of course’ is pronounced [Ya-Vole.]

The song “Funiculi Funicula” is written by Luigi Denza in 1888. Sometimes called “The Merry Song”. It’s in the public domain.

SET

The set is a room in a cottage. The cottage has a door Stage Right where all the entrances to the cottage are made and an exit Stage Left with a curtain over it (this is the exit to the root cellar). Inside the cottage we need a big table, like a picnic table, with benches, upstage where many of the characters can sit, strong enough to lay actors on. A fireplace with a hanging pot Upstage Left. A few stools or chairs downstage.

If you have a stage curtain, it's easy - the first scene can take place in front of the curtain, and then the curtains open for the cottage. But I know a curtain is rare. Do you have space on the sides of the stage? Can you light that and leave the cottage dark? If you can't, don't worry - just put the action of the first scene stage right of the cottage, as far away as you can get it.

COSTUMES

If it comes to putting an actor in an animal mask or seeing their face, I always go for seeing their face. Make up can easily show animal noses, whiskers, etc. I'm a big fan of 'suggestive' costuming - ears and tails for animals, cuffs and sewn on ruffles for Princes and headgear and bustles for Princesses. The only fancy costumes needed would be for the two princes, Princess Princess, and the Evil Queen. And by fancy I mean use ribbons, sewn in jewels, crowns. The more bedraggled everyone else is, the better. It's the middle ages, and it's deep in the woods. Putting the bears in brown sweats is great. Have fun with the dwarfs - you don't have to go Disney. Go thrift store and original.

PROPS

- Bag of rutabagas
- A small hand mirror
- A sign that says: “Enchanted Kingdom” and “the Market” with arrows
- Pots, pans, lids for banging
- 3 rutabagas
- plastic rose

In the pocket of Goldilocks’ apron, suggested:

- A teaspoon
- Forks
- Meat thermometer
- Gravy suction bulb
- Garlic press
- Tea strainer
- Bowls & spoons for porridge
- A small spindle
- Bundle of sage
- An apple
- A wand with blue ribbons
- Gingerbread cookies

AT RISE: *STEF enters. SFX: The woods: owls, cawing. STEF realizes he's alone, calls out to behind him.*

STEF: Harley! Come on! Keep up!

HARLEY enters.

STEF: I don't want you walking alone through these woods.

HARLEY: When are we gonna get there, Stef? I'm tired. I'm cold. I'm bored with walking.

STEF: You're the one who wanted to come to market with me. So stop complaining and keep up.

SFX: Growling sounds.

HARLEY: I hear bears. Or wolves.

STEF: Let's walk faster, so we can get to the market and home before dark. Come on!

Enter EVIL QUEEN, stage right, maybe dressed as a tree, holding a sign with direction to "The Market" and "Enchanted Kingdom".

HARLEY: I see a sign. Over there! Let's go see what it says.

STEF: In all my trips to the market, that sign has never been there.

HARLEY: *(Crosses to sign.)* Look! This way goes to the "Enchanted Woods".

EVIL QUEEN inclines head enthusiastically towards "Enchanted Kingdom."

STEF: We need to stick to the path, and go to the market.

EVIL QUEEN inclines head towards "Enchanted Woods."

HARLEY: Let's go to the Enchanted Woods. There could be fairies, and elves, and pots of gold. Giants we could slay! Royalty we can marry and then we never have to work again.

STEF: I don't want to slay anybody. And I don't think we're gonna find pots of gold just laying around waiting to be seized, or royalty waiting to be married. Especially not to a stonemason and his brother.

HARLEY: It's enchanted. Which means riches, godmothers, happily ever after.

STEF: Not necessarily. That's only if it's enchanted good. It could be enchanted bad. We don't know. Let's just take these rutabagas to the market, like we told Mother we would.

HARLEY: Let's just go a little way into the Enchanted Woods- just a few steps – and then we'll get back on the path. Come on!

HARLEY runs stage left.

STEF: Harley, no – come back! (*Following HARLEY.*) Darn it, Harley!

Lights up on (or curtain opens to reveal) the interior of the cottage.

SFX: Growling sounds continue.

HARLEY: Stef, look- a cottage in the woods. Come on!

STEF and HARLEY cross to cottage, HARLEY running ahead.

HARLEY: (*Knocking.*) Hello!! There's no one home. Let's break down the door.

STEF: No! You don't break down doors. (*Knocking.*) Hello? Anybody home? Can we come in?

SFX: Growling sounds.

HARLEY: We hear bears.

STEF: (*Knocking.*) Could we come in just for a little while?

HARLEY: 'Cause there's bears out here hello! (*Tries the door jamb, it turns and opens.*) I accidentally broke the lock.

STEF: Darn it, Harley.

HARLEY: I didn't mean to. I'm sorry.

STEF: Come on. Hello?

STEF and HARLEY enter the cottage.

EVALINDA and DORABELLE: *(From offstage left, behind curtain.)*

GET OUT!!!

DORABELLE: GO AWAY!

STEF and HARLEY have moved to exit left, where the voices are coming from.

HARLEY: But we're just—

DORABELLE: Go away!

EVALINDA: Right now!

STEF: We didn't mean to break-

EVALINDA and DORABELLE: GET OUT!

This sends STEF and HARLEY back center stage, as they start moving left again.

EVALINDA: We're calling the knights!

DORABELLE: The knights! The knights! The big bad knights!

EVALINDA and DORABELLE: KNIGHTS!

HARLEY: The Knights? We're gonna get stabbed with swords!

STEF: Let's take our chances with the bears.

STEF and HARLEY move to stage right door to exit, but hear clanging sounds. It sounds like pots and pans banged together. STEF whispers a plan to HARLEY throughout the following dialogue.

DORABELLE: The knights are coming for you. They will smote you.

SFX: Clanging sounds.

EVALINDA: She means smite!

DORABELLE: No, I don't, I mean smote.

EVALINDA: Do you hear the Knights?

SFX: Clanging sounds.

EVALINDA: The smiting Knights are coming!

DORABELLE: Have you intruders gone?

STEF: We're on our way.

HARLEY: Here we go. Out the door.

HARLEY slams the door and hides behind a chair. STEF plasters himself to the upstage side of the curtained exit. Cautiously, EVALINDA and DORABELLE enter, thinking they've gone; still holding pots and pans, go to center stage.

EVALINDA: Smote is the past tense of smite, Dorabelle. You can't "will smote" something.

DORABELLE: We did smote those intruders though!

STEF comes forward, HARLEY pops up behind chair.

STEF: First, let me apologize-

EVALINDA and DORABELLE scream, run behind table.

EVALINDA: They didn't leave. We are vanquished, Dorabelle!

DORABELLE: They lied to us. We surrender!

EVALINDA: We pledge loyalty to our new rulers.

STEF: No, no! We're not rulers of anything. I'm Stef, and Harley is my brother.

HARLEY: *(To STEF.)* We could be rulers! Let's be rulers! That's even better than marrying royalty! I told you this was a good idea!

STEF: Stop it. We're not rulers! We're on our way to sell rutabagas at the market in the village, and took a little detour.

HARLEY: We heard bears.

DORABELLE: Bears? Ohhhhhh. Bears are dangerous. Should we let them stay, Evalinda?

EVALINDA: I guess it's the right thing to do. Besides, I don't know how to make them leave. They are, as you can see, perfectly unsmitten.

DORABELLE: There really weren't any big bad knights. That was just us clanging pots and pans.

STEF: You sure fooled us.

HARLEY: No they didn—

STEF elbows HARLEY.

STEF: It was a very realistic impersonation of smiting knights.

EVALINDA and DORABELLE: (*Pleased.*) Thank you.

STEF: So – can we stay here for a little while?

HARLEY: Because – bears.

EVALINDA: All right. But in exchange could you give us three rutabagas?

STEF: Sure. (*Gives EVALINDA 3 rutabagas from the bag.*) Here.

EVALINDA: We'll put them in the porridge and then we can all have a nice hot supper. (*She does so.*)

DORABELLE: You know, Evalinda, I wish someone would tell us a story. (*Smiling, stares at STEF.*)

EVALINDA: (*Looking at STEF.*) A story! Yes, please! We haven't heard a story in so long!

DORABELLE: We love stories.

DORABELLE exits, stage left to take pots and pans off, comes right back.

STEF: I don't really know any stories-

EVALINDA: Story! Story! Story!

HARLEY: Tell the story of Sleeping Beauty. Remember Ma told us that when we were little?

DORABELLE enters from left.

STEF: I don't know how to-

EVALINDA and DORABELLE: Story! Story! Story!

STEF: All right! This is the story of Sleeping Beauty. Once upon a time, in a Kingdom far away, a baby girl was born to a King and Queen.

EVALINDA and DORABELLE interrupt, applauding enthusiastically.

EVALINDA: Yes! Very good!

DORABELLE: Tell us another!

STEF: That was just the first sentence. There's more to the story.

DORABELLE: I'm glad. Not a lot happened in that story.

EVALINDA: What did they name the Princess?

STEF: Um... I'm not sure.

EVALINDA: Well she has to have a name or it's not a real story.

STEF: The baby was named- uh- do you remember, Harley?

HARLEY: Princess.

STEF: So her name is Princess Princess?

HARLEY: I don't know—

DORABELLE: Oh, I like that name. Very original.

EVALINDA: It suits her.

STEF: Okay. Princess Princess.

PRINCESS PRINCESS enters stage left, holding a rose. STEF, facing the other way, doesn't see her.

STEF: Princess Princess was beloved by all—

DORABELLE: Look, Evalinda!

EVALINDA: The story came alive!

STEF: She was kind to commoners and -

HARLEY: (*Referring to PRINCESS PRINCESS.*) I knew there would be royalty here! I said so to Stef.

STEF: I can't tell a story if I'm being interr-

HARLEY: But, Stef, she's—

STEF: (*Losing patience.*) Harley, stop interrupting so I can actually tell the story—

EVALINDA and DORABELLE shush HARLEY. PRINCESS PRINCESS smells the rose in her hand, waits to be narrated.

STEF: Princess Princess grew up to be gentle,

PRINCESS PRINCESS pats the rose gently.

STEF: graceful,

PRINCESS PRINCESS does something graceful.

STEF: and sweet.

PRINCESS PRINCESS gives a sweet smile and wave.

STEF: What no one told her is that a Bad Fairy put a curse on her.

One day she went up to the tower-

PRINCESS PRINCESS: *(Sweetly.)* Wait. What curse?

STEF: Who said that.

HARLEY: I tried to tell you. She's right behind you.

STEF: *(Turning to see.)* Who are you?!

PRINCESS PRINCESS: I'm Princess Princess, the Sleeping Beauty.

HARLEY: She's alive!

STEF: *(Moving HARLEY downstage.)* Excuse us, everyone. I need to speak to Harley privately. *(To HARLEY.)* That's not supposed to happen.

HARLEY: But it's the Enchanted Woods, remember? Enchanted! In a good way!

EVALINDA: We can hear you.

DORABELLE: We're only a few feet away.

PRINCESS PRINCESS: What curse?

STEF moves HARLEY further downstage.

STEF: This is kinda scary, don't you see that?

HARLEY: No. I think it's great! A Princess. Right here. We should befriend her. Princesses have money, you know what I'm saying?

EVALINDA: We can still hear you.

DORABELLE: It's a small cottage.

PRINCESS PRINCESS: Or maybe you said nurse? Put a nurse on me?

STEF: Please, just be quiet for a minute while I think what to do. A character just coming alive.

EVALINDA: We tried to tell you.

DORABELLE: But we were shushed.

EVALINDA: In our own home.

DORABELLE: It's not right.

STEF: I'm sorry about that, but what's really important here is that Sleeping Beauty, whose story I was telling, is standing right here.

PRINCESS PRINCESS: I hope you didn't say hearse. Put a hearse on me, I wouldn't like that. That wouldn't be good.

STEF: No, not a hearse. I said -

GOLDILOCKS enters running and screaming through the stage right door to stage left.

GOLDILOCKS: *(To someone behind her.)* Get away from me! *(To all.)* Help!! Help!!!

STEF: Who are you?

HARLEY: Who's chasing you?

GOLDILOCKS: Three bears! And they are MAD! *(Exits stage left running.)*

ALL: BEARS?!

EVALINDA, DORABELLE, STEF, HARLEY run upstage and try to hide under the table, behind the bench, etc. PRINCESS PRINCESS still stands centerstage.

PRINCESS PRINCESS: Oh perhaps you said purse. The Bad Fairy put a purse on me?

STEF: Why would someone put a purse, nurse or hearse on you? Get back here, three bears are coming!

PRINCESS PRINCESS stays center. Downstage of her 3 Bears: MAMA, PAPA, AND BABY, dash SR to SL.

PAPA BEAR: Get back here! *(Exits stage left.)*

MAMA BEAR: You ate all his porridge! *(Exits stage left.)*

BABY BEAR: *(Lagging behind.)* Hey Mama wait up!

BABY BEAR exits stage left, STEF, HARLEY, DORABELLE, EVALINDA and PRINCESS PRINCESS rise into view. GOLDILOCKS enters from stage left exit, holds curtain to hide behind.

PAPA BEAR: *(Running off.)* You can't get away from us, Goldilocks!

MAMA BEAR: *(Running off.)* She's fast for a little girl.

BABY BEAR: *(Running off.)* Wait up!

BEARS exit stage right.

EVALINDA: Lock the door!

HARLEY: Sorry but I broke the lock.

GOLDDILOCKS comes out from behind curtain.

GOLDDILOCKS: Dumb bears. They fall for that every time.

DORABELLE: We're gonna need a bigger lock.

PRINCESS PRINCESS: *(Crosses to GOLDDILOCKS.)* Excuse me, but we were talking—

PAPA BEAR: *(Enters running stage right.)* There she is! Come on, Mama Bear!

MAMA BEAR: *(Enters running stage right.)* Trying to trick us, huh?

BABY BEAR enters running and panting. GOLDDILOCKS grabs PRINCESS PRINCESS, and uses her as a shield.

GOLDDILOCKS: You keep away from me!

PRINCESS PRINCESS: Oh my goodness she's using me as her shield!

MAMA BEAR: You broke my baby's chair!

BABY BEAR: I only have the one chair!

DORABELLE: Stef, can you make this stop?

STEF: I don't think so.

HARLEY: Give it a try!

GOLDDILOCKS pushes PRINCESS PRINCESS away and starts to run off, BEARS follow her.

STEF: FREEZE!

GOLDDILOCKS, BEARS, and PRINCESS PRINCESS freeze mid action.

STEF: (*Surprised.*) They froze. I didn't know I could do that.

HARLEY: You're the narrator, Stef; and this place is enchanted.

EVALINDA: (*Crossing DS.*) I know the story of Goldilocks and the 3 Bears. I'll tell it.

DORABELLE: (*Crossing DS.*) I'll play Goldilocks.

STEF: We don't have time -

EVALINDA: I'll tell it really, really fast. Goldilocks breaks into the house of the 3 Bears, and tries Papa's Bear's oatmeal.

DORABELLE: "Oh, this is too hot."

EVALINDA: Then she tries Mama Bear's oatmeal.

DORABELLE: "This is too cold!"

EVALINDA: But Baby Bear's oatmeal is just right and she eats it all.

DORABELLE: YUM!

EVALINDA: She breaks Baby Bear's chair—

DORABELLE: Too bad!

EVALINDA: —she falls asleep in Baby Bear's bed—

DORABELLE makes snoring sounds.

EVALINDA: The bears come home, and Goldilocks runs into the woods, screaming.

DORABELLE screams as GOLDILOCKS.

EVALINDA: The End.

DORABELLE: It has a lot more action than Sleeping Beauty. I think that one might have been boring.

EVALINDA: Yes, just a lot of sleeping, probably.

STEF: I haven't finished the story of Sleeping Beauty. So the story of Goldilocks and the Three Bears – they don't catch her?

EVALINDA and DORABELLE cross to table.

EVALINDA: No. They all go home, she learns a lesson, and they all live happily ever after, the End.

STEF: So I'll unfreeze them, they'll run off, and that will be the end of that. Unfreeze!

GOLDBLOCKS exits stage right running and screaming, followed by BEARS. STEF gets up from under the table.

STEF: Good. Thank goodness we're done with Goldilocks and those bears.

PRINCESS PRINCESS: My turn. You were saying something about a curse?

STEF: Yes. But let's—

BEARS enter stage right, dragging or carrying a struggling GOLDBLOCKS. PRINCESS PRINCESS goes upstage and waits with the rest, who now sit on the table and watch.

GOLDBLOCKS: Put me down! Help! Unlawful detention here!

HARLEY: Didn't you just say they don't catch her?

DORABELLE: They're not supposed to.

STEF: What is going on here?

PRINCESS PRINCESS: I'm giving that girl a talking to. Using me as a shield!

GOLDBLOCKS: Let go!

BABY BEAR: She stole my spoon.

GOLDBLOCKS: *(Shaking them off.)* I did not!

EVALINDA: I heard clinking when she ran by us.

DORABELLE: Lots of clinking.

GOLDBLOCKS: Mind your own business.

DORABELLE: It's our house. So it is our business.

BABY BEAR: She broke my chair!

GOLDBLOCKS: You already said that. Quit being a baby.

BABY BEAR: I *am* a baby! I'm 2 months old.

GOLDBLOCKS: So I broke a chair. And took a spoon. *(Emptying right pocket, giving to MAMA BEAR, who puts it in her bag.)* And some forks. A meat thermometer. A suction bulb for gravy. A garlic press. *(From left pocket.)* And a tea strainer. There you go!

PRINCESS PRINCESS: *(Crosses to GOLDBLOCKS.)* Pardon me, but you used me as a shield. I think that's unfriendly.

GOLDBLOCKS: *(Sweetly.)* You want to be friends?

PRINCESS PRINCESS: Why, yes.

GOLDBLOCKS: (*Pulling at PRINCESS PRINCESS' dress.*) Then give me your dress. Cause I want it. You can have my dirndl and apron.

PRINCESS PRINCESS: But I'm a Princess. I don't wear dirndls and aprons.

GOLDBLOCKS: Too good for dirndls and aprons, are ya? I'm outta here.

As GOLDBLOCKS lets go of PRINCESS PRINCESS' dress and turns to leave, she swoons and collapses into the arms of MAMA and PAPA BEAR.

MAMA BEAR and PAPA BEAR: Oh!

PRINCESS PRINCESS: What happened?

BABY BEAR: You killed Goldilocks! WWWHHHHYYYYY!

MAMA BEAR: No, we didn't do anything.

PAPA BEAR: She just collapsed.

MAMA BEAR: Look, she's breathing! She's just sleeping. Wake up!

PAPA BEAR: Wake up!

BABY BEAR: She's not waking up.

PRINCESS PRINCESS: What should we do with her? Should we put her in the dungeon?

DORABELLE: We don't have a dungeon. This is a one room cottage.

EVALINDA: (*Pointing to stage left.*) We could keep her in the root cellar.

BABY BEAR: What's a root cellar?

EVALINDA: It's a cold place where we keep root vegetables, like carrots and parsnips and turnips. Oh, we have a few apples down there too.

DORABELLE: It keeps fruits and vegetables fresh, so it probably also works on people.

MAMA, PAPA, and BABY BEAR take GOLDBLOCKS and exit stage left

HARLEY: The bears don't seem so scary now. I think we misjudged them.

DORABELLE: Yes, I think we did.

PRINCESS PRINCESS: Narrator Stef, could you please—

BEARS enter stage left.

MAMA BEAR: We laid her next to the turnips.

BABY BEAR: I'm hungry. Goldilocks ate all my porridge.

EVALINDA: Well, we have porridge. Porridge with rutabagas and honey coming up!

DORABELLE and EVALINDA cross to fireplace, get three bowls of porridge for the BEARS, who sit at table. PRINCESS PRINCESS is in a chair, looking peeved and hurt.

HARLEY: Stef, tell Princess Princess about the curse already.

STEF: Sorry, I kept getting interrupted. When the Princess turned 16, she pricked her finger with a spindle and fell into a deep sleep from which she could not wake.

PRINCESS PRINCESS: Oh, dear me! *(Pulling a spindle from her dress.)* A spindle? Is that what this is?

STEF and HARLEY: *(Crossing to her.)* BE CAREFUL!

PRINCESS PRINCESS pricks her finger, falls into a deep sleep. STEF and HARLEY catch her. Both of PRINCESS PRINCESS' hands are clasping the spindle.

HARLEY: Oh, no! Oh no oh no oh no!

BABY BEAR: Did you kill Princess Princess? WHHHHHYYYYY?

STEF: No, we didn't do anything. It was the spindle. She's sleeping. It's the curse of Sleeping Beauty.

HARLEY: Didn't Goldilocks grab Princess Princess' dress before she fell asleep?

ALL: It was the spindle!

HARLEY: She's still holding the spindle. What should we do with it?

STEF: Don't touch it. Nobody touch it, whatever you do. It's already put two people to sleep for we don't know how long.

DORABELLE: In the story, how long does she sleep?

STEF: For a hundred years.

DORABELLE: A hundred years! Well, let's take her to the root cellar. She'll be a little wrinkled when she wakes up but she should keep mostly fresh.

EVALINDA: A hundred years! And what wakes her up?

STEF: A Prince comes and kisses her.

EVALINDA: Well good luck with that. We see precious few Princes in this neck of the woods.

PAPA BEAR: We'll help you carry her to the root cellar.

BEARS, DORABELLE, EVALINDA carry PRINCESS PRINCESS, exiting off stage left.

HARLEY: Stef, what if we fall asleep too? In the story, doesn't everyone in the entire castle fall asleep?

STEF: Yes.

HARLEY: What if that happens to us?

STEF: I don't know! Darn it, Harley, this whole thing is your fault. "Let's go to the enchanted Woods! Enchanted! Royalty! Riches! Happily Ever After!"

HARLEY: I'm sorry.

STEF: Now, we're on the verge of falling asleep for a hundred years!

HARLEY: We have to stay awake until the Prince comes! *(Starts exercising.)* Knees high! Elbows up! Reach for the sky! Reach for the sky! Come on, Stef!

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