

THE WACKY WIZARD OF OZ

By Patrick Dorn

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THE WACKY WIZARD OF OZ

A Full Length Comedic Adaptation Of The L. Frank Baum Classic

By Patrick Dorn

SYNOPSIS: When a twister carries Dorothy and Toto to the Land of Oz the result is...wacky! Dorothy steps out in her Ruby Crocks and onto a yellow bricked comical adventure. Encouraged by a bunch of silly Munchkins, a brainy Scarecrow, tender-hearted Tin Man and plucky Cowardly Lion, Dorothy seeks out the not too terribly Terrible Wizard of Oz and confronts the epically aqua-phobic Wicked Witch of the West. This fast, funny, and contemporary adaptation of *The Wizard of Oz* is filled with jokes, gags, puns, and surprises.

CAST OF CHARACTERS

*(5 female, 5 male, 8-32 either, unlimited extras;
gender flexible; doubling possible)*

UNCLE HENRY (m)	Dorothy's uncle. A pragmatic farmer. <i>(9 lines)</i>
AUNT EM (f).....	Dorothy's aunt; Henry's wife. <i>(9 lines)</i>
MUNCHKIN MAYOR (m/f).....	Elected official of Munchkin Land. <i>(10 lines)</i>
GATEKEEPER (m/f).....	A helpful guide to the Emerald City. <i>(19 lines)</i>
THE WIZARD OF OZ (m).....	Not so Great or Terrible. <i>(40 lines)</i>
ATTENDANT (m/f).....	An assistant. <i>(1 line)</i>

HEROES:

DOROTHY GALE (f).....	A persistent Kansas farm girl. <i>(100 lines)</i>
TOTO (m/f).....	A fearless little dog. <i>(11 lines)</i>
SCARECROW (m)	No brains and knows how to use them. <i>(61 lines)</i>
TIN MAN (m).....	No heart, and cares about it. <i>(43 lines)</i>

COWARDLY LION (m)..... A big scaredy-cat with
gumption. (41 lines)

WITCHES:

LOCASTA (f)..... Good Witch of the North.
(16 lines)

WICKED WITCH (f)..... Aqua-phobic shoe hoarder.
(27 lines)

GLINDA (f)..... Good Witch of the South.
(10 lines)

TWISTER DANCERS: Spinning, dancing destroyers.

TWISTER DANCER #1 (m/f)..... (1 line)

TWISTER DANCER #2 (m/f)..... (1 line)

TWISTER DANCER #3 (m/f)..... (1 line)

MUNCHKINS: Childlike, exuberant, colorful beings.

MUNCHKIN #1 (m/f)..... (15 lines)

MUNCHKIN #2 (m/f)..... (15 lines)

MUNCHKIN #3 (m/f)..... (15 lines)

MUNCHKIN #4 (m/f)..... (13 lines)

CROWS: Mocking birds.

CROW #1 (m/f)..... (7 lines)

CROW #2 (mf)..... (7 lines)

CROW #3 (m/f)..... (8 lines)

TREES: Eco-friendly fruit flingers.

TREE #1 (m/f)..... (5 lines)

TREE #2 (m/f)..... (5 lines)

TREE #3 (m/f)..... (5 lines)

TREE #4 (m/f)..... (5 lines)

POPPIES: Mob of gangsters.

POPPY #1 (m/f)..... (2 lines)

POPPY #2 (m/f)..... (2 lines)

POPPY #3 (m/f)..... (2 lines)

OZZIES: Bling loving rock star wannabes.

OZZY #1 (m/f) (9 lines)

OZZY #2 (m/f) (9 lines)

OZZY #3 (m/f) (9 lines)

OZZY #4 (m/f) (8 lines)

WINKIES: Zombie slaves.

WINKIE #1 (m/f) (8 lines)

WINKIE #2 (m/f) (7 lines)

WINKIE #3 (m/f) (7 lines)

WINKIE #4 (m/f) (7 lines)

WINGED MONKEYS: Simian servants.

WINGED MONKEY #1 (m/f) (11 lines)

WINGED MONKEY #2 (m/f) (11 lines)

WINGED MONKEY #3 (m/f) (11 lines)

DURATION: 60 minutes

SUGGESTED EXTRAS

You may add extras to the following groups, redistributing scripted lines, or having them remain in the background: Twister Dancers, Munchkins, Trees, Poppies, Ozzies, Winged Monkeys, Winkies and Attendants to Glinda.

SUGGESTED DOUBLING

UNCLE HENRY – may also play a Crow, Tree, Poppy, Ozzy, Winkie and/or Winged Monkey.

AUNTE EM – may also play a Crow, Tree, Poppy, Ozzy, Winkie and/or Winged Monkey.

MUNCHKIN MAYOR – may also play a Tree, Poppy, Ozzy, Winkie, Winged Monkey and/or an Attendant.

LOCASTA – may also play a Tree, Poppy, Ozzy, Winkie, Winged Monkey, and/or an Attendant.

WIZARD OF OZ – may also play a Munchkin, Crow, Tree, Poppy, Winkie and/or Winged Monkey.

GLINDA – may also play a Munchkin, Crow, Tree, Poppy and/or an Ozzy.

SETTING

A farm in Kansas and numerous locations in and around the Land of Oz, including Munchkin Land, a corn field, an orchard, a poppy field, along the Yellow Brick Road, the Emerald City, the Wizard's chamber, inside and outside the Wicked Witch of the West's castle.

PRODUCTION NOTES

And, unlike the twister, producing this easy-to-stage comedy won't cost you your house!

The twister is created by having cast members in gray, black, etc., loose clothing, dance and spin from one side of the stage to the other. Some carry the farm house and picket fence. Others hold streamers or ribbons attached to dowels or paint sticks. Others may hold a cardboard cutout cow, house, etc.

In the original production, the MUNCHKINS were portrayed as childlike, wearing bright colors, and moving as a group, like a school of fish, in tight formation, changing direction and emotion abruptly, walking on tippy toes.

The CROWS entered through the audience in two lines, circling around the stage and "cawing" their heads off.

The POPPIES were "gangstas," holding bouquets of bright red flowers. They acted like dealers, pushers, unsavory types, trying to tempt and lure the heroes.

The OZZIES, covered with flashy green accessories, posed and strutted like rock stars, celebrities and wannabes.

The WINGED MONKEYS screeched noisily, and also entered through the audience. They were mischievous tricksters, pulling pranks on anyone and everyone.

The WINKIES were zombies, shuffling around the stage with arms outstretched forward like sleep walkers. They appeared to move aimlessly, and often bumped into each other or became entangled. They spoke in monotone.

WIZARD'S DEPARTURE: WIZARD'S departure can be done several ways. WIZARD may enter with a foam board or cardboard cut-out "balloon" on a stick, acting as if being carried aloft by it, past the CAST, and OFF. Or, the cut-out balloon, operated by an actor, can pass behind the crowd and OFF, much like the cut-out cow in the Twister sequence. Or, a cut-out balloon attached to a wire or fishing line far above the cast can be pulled from one end of the stage to the other, or even out over the audience.

SYNOPSIS OF SCENES

ACT ONE

SCENE 1: The Kansas Cyclone

SCENE 2: The Munchkins & Locasta

SCENE 3: The Scarecrow

SCENE 4: The Tin Woodman

SCENE 5: The Cowardly Lion

SCENE 6: The Deadly Poppy Field

INTERMISSION (Optional)

ACT TWO

SCENE 1: The Guardian at the Gates

SCENE 2: The Emerald City of Oz

SCENE 3: Oz, the Great and Terrible

SCENE 4: The Winkies & the Winged Monkeys

SCENE 5: The Rescue

SCENE 6: The Great Humbug & Glinda

SCENE 7: Home Again

SET**ACT ONE**

SCENE 1: Played in front of curtain. Simple, portable “farmhouse” flat; portable section of picket fence; poster sized (or slightly smaller) cut-out cow and cut-out farmhouse on paint sticks or dowel, streamers or ribbons on sticks, rolling chair or bed (TWISTER DANCERS).

SCENE 2: Munchkin decorations: free-standing and brightly colored cut-out flowers, candy canes, lollipops, etc.; stuffed striped socks with brightly painted and glittery red Crocks protruding from behind farmhouse flat; magic wand (LOCASTA).

SCENE 3: Flat or free-standing prop representing a corn field.

SCENE 4: Foam or stuffed fabric “apples” (TREES); large blue can with “WD40” stenciled in block letters; plastic or wood ax (TIN MAN).

SCENE 6: Bunches of red flowers, lots of bling, (POPPIES); Cut-out or flat of Emerald City in the distance.

ACT TWO

SCENE 2: Emerald City decorations; curtained area or flat, behind which WIZARD stands

SCENE 3: “Dress up” accessory items used by OZZIES or given to heroes, perhaps including: brush for COWARDLY LION, feather boa for SCARECROW, bow for DOROTHY’S hair, polishing cloth for TIN MAN, etc.; “weapons” for heroes, including baseball bat for DOROTHY, plastic or cut-out scythe for SCARECROW, cut-out chainsaw for TIN MAN, soft “whip” for COWARDLY LION, Viking helmet for TOTO. “Muppet” style Oz puppet head with wizard hat (WIZARD).

SCENE 4: Handful of “straw” (tossed ON STAGE).

SCENE 5: Flat or backdrop of witch’s castle; string mop, bucket with water or confetti (pre-set); metal detector wand (may be cardboard cut-out, painted to look like the Garrett devices used at airports).

SCENE 6: Cut-out hot air balloon (WIZARD); wand (GLINDA); bucket with water or confetti (OZZY); handkerchief (ATTENDANT).

SPECIAL EFFECTS

SOUND: Twister (gale force winds); “gong” sound (practical, OFF STAGE) when Tin Man thumps his chest; Guitar Riff (easily created royalty free on Garage Band); Funeral March of the Marionettes (Winkies); Ride of the Valkyries (Winged Monkeys); pots and pans tumbling as Tin Man is taken off by Winged Monkeys (practical, OFF STAGE); funny cartoon chase music (theme from Benny Hill works well); optional harp or angelic voices for Glinda’s entrance.

SFX: Flashing lights, fog machine optional when Wicked Witch “melts,” battery-powered bubble guns or low-tech bubble wands for Glinda’s entrance.

COSTUME NOTES

PRINCIPALS – Just what you’d expect from “The Wizard of Oz.” **DOROTHY** wears a blue checkered dress, preferably with pockets, and easily removed shoes. The Ruby Crocks are simply red Crocks spray painted fire engine or candy apple red, sprinkled with glitter and sealed with clear sealant. **SCARECROW**, **TIN MAN** and **COWARDLY LION** should be in their iconic outfits, though it would be good if **TIN MAN** can move freely, kneel, and even crawl while in his costume. Sections of flexible “body armor” held in place by elastic or velcro, over a basic black shirt and pants, works well. **TOTO** does not need to be in full dog costume, although that would be nice. Certainly a hooded headpiece and tail are required. **WICKED WITCH** in classic pointy-hatted costume, but carries a string mop instead of a broom. **AUNT EM** and **UNCLE HENRY** wear simple farm clothes—dress with apron, overalls.

TWISTER DANCERS – Light-weight gray ponchos or flimsy fabric that billows and flutters while dancers spin. Optional beanies with propellers on heads.

MUNCHKINS – Bright, silly, bouncy clothing with exaggerated accessories. Almost clownish, but actually more as if a toddler chose his/her clothing. Silly hats. **MUNCHKIN MAYOR** should be distinguished in some way, perhaps with a top hat.

LOCASTA and **GLINDA** – rich looking “fairy queen” dresses, funny hats, wands. **LOCASTA** is “northern,” so wintry colors might be suitable. **GLINDA** is “southern,” so a sunny “southern belle” look would be fun.

CROWS – Black clothing. Black shawls can imitate wings. Groucho glasses fitted with flexible thin foam beaks, or beaks held on with elastic. Or try using oversized black ball caps, with eye holes cut in the forehead area, and the bill painted orange.

TREES – Floor-length, shoulder-width “scapular” type rectangular fabric with a hole cut “poncho style” in the middle, to slip over their heads. Fabric is painted to look like a tree trunk. Headband with a sprig of artificial foliage attached for the head. Fabric or foam “apples.”

POPPIES – Caricature 1930s mob of gangsters, with black jackets, jewelry, fedoras, gold chains, etc., but holding bunches of pretty red flowers. They should look menacing in a ridiculous, silly way.

OZZIES – Flashy, bright, glittery green hats and accessories. Oversized “Elton John” type glasses, funny hats. They walk and pose like rock stars and celebrities.

GATEKEEPER – carries a walking stick or staff.

WINKIES – Basic zombie attire, including loose-fitting, ragged clothing, bedraggled black “witch” wigs, etc. They may have quick or easily-applied makeup effects, but not too gory. These are funny, slow, mindless, goofy zombies.

WINGED MONKEYS – Brown and/or gray sweats, hooded headpieces with protruding ears. For wings, consider brightly colored slip-on fairy or butterfly wings for comical contrast.

PROPS

- Stick
- Feet of Wicked Witch of the East
- Large Can of WD40
- Rolling Chair/Bed
- Walking stick
- Brush
- Feather boa
- Hair bow
- Cloth
- Viking helmet
- Handkerchief

ACT ONE, SCENE 1
THE KANSAS CYCLONE

AT RISE: Scene may be played in front of curtain. At down center, DOROTHY tosses a stick. TOTO fetches and returns it. At down left, UNCLE HENRY and AUNT EM look out over audience. There's a lightweight flat representing the farm house behind them, and a small section of picket fence in front. DOROTHY throws the stick again. TOTO goes to it, stops, stands, and talks to audience. OTHERS do not notice.

TOTO: (Narrates.) Dorothy Gale lived with her Uncle Henry and Aunt Em on the gray plains of Kansas. They lived in a little gray house on a small gray farm. (Thinks.) Or maybe everything just LOOKS gray, because I'm a dog. I'm Toto, Dorothy's only friend.

Reverts to "dog" position, returns stick to DOROTHY. Sound of wind, steadily increasing.

AUNT EM: There's a twister coming.

UNCLE HENRY: It's not a twister. It's a tornado.

AUNT EM: Same difference.

UNCLE HENRY: Then again, it could be a cyclone.

AUNT EM: We'd better take cover.

UNCLE HENRY: It's hard to tell which is which.

AUNT EM: It's going to be big!

DOROTHY throws stick. TOTO goes to it, but the "wind" prevents TOTO from returning it.

UNCLE HENRY: Yep. Category 4 at least.

AUNT EM: Dorothy!

UNCLE HENRY: Better come with us into the storm cellar!

DOROTHY: I have to get Toto!

AUNT EM and UNCLE HENRY exit left. DOROTHY is "blown" down right. TOTO catches her.

TOTO: *(Narrates, as they struggle to move left.)* By the time Dorothy caught me, it was too late! The twister came. It was loud and terrible!

Twister sequence: sound of wind increases. Lights flash. TWISTER DANCERS enter, spinning, dancing, doing the "Twist," waving ribbons or streamers on sticks.

TWISTER DANCER #1: Woooo! Whoosh! Woooo!

TWISTER DANCER #2: Woooo! Whoosh! Woooo!

TWISTER DANCER #3: Woooo! Whoosh! Yowza!

The farmhouse flat "flies" away to down right, carried by a TWISTER DANCER or two. A TWISTER DANCER brings on a bed or chair on wheels, picks up DOROTHY and TOTO, spins around. A foam board or cardboard cut-out cow on a stick "flies" by, carried by a TWISTER DANCER; followed by a cut-out of the farmhouse. ALL move stage left to right. The farmhouse "lands" at down right with a "bump." lights and sound out. TWISTER DANCERS exit, taking bed or chair and hand-held props with them.

ACT ONE, SCENE 2

THE MUNCHKINS AND LOCASTA

AT RISE: *Curtain opens. Lights up, revealing Munchkin Land. Legs and feet of Wicked Witch of the East protrude from behind the farmhouse flat.*

TOTO: Dorothy and I held on for dear life, which isn't easy when you don't have opposable thumbs. *(Waves paws.)* Finally, the wind died down and the house landed with a big thump. All was quiet.

DOROTHY: Toto, are you all right? Me, too. *(Looks around.)* How beautiful! Everything is so green!

TOTO looks around, shrugs, mouths "Still gray" to audience. LOCASTA and MUNCHKINS enter, approach DOROTHY. MUNCHKINS take tippy-toe steps, and for the most part stay together in a wedge-shaped bunch.

LOCASTA: Welcome! How nice of you to drop in.

MUNCHKIN MAYOR: Thank you for killing the Wicked Witch of the East.

DOROTHY: Say whaaat?

MUNCHKIN #1: You killed the witch.

MUNCHKIN #2: And we are grateful.

DOROTHY: I did?

MUNCHKIN #3: See? *(Points to feet sticking up from side of house.)*

DOROTHY: Oh dear!

LOCASTA: That was the Wicked Witch of the East.

MUNCHKIN #1: Now she's...

MUNCHKIN #2: Smooshed.

MUNCHKIN #3: Squashed.

MUNCHKIN #4: Flat as a pancake.

MUNCHKINS: Hooray!

They hug each other or "high five" and giggle.

MUNCHKIN MAYOR: Now the Munchkins are free.

DOROTHY: *(To LOCASTA.)* Are you a Munchkin?

LOCASTA: No. I am Locasta, Good Witch of the North.

MUNCHKIN #1: She's our friend.

MUNCHKIN #2: And now, so are you!

MUNCHKIN #3: What's your name?

DOROTHY: Dorothy. And this is Toto.

MUNCHKINS form a line, quickly stepping up, shaking DOROTHY'S hand, giving a little bow or curtsy, then tippy-toe walking back into the "wedge" position.

MUNCHKIN #1: Nice to meet you, Dorothy. *(This line is repeated by each MUNCHKIN except for MUNCHKIN #4.)*

MUNCHKIN #4: *(Shakes TOTO'S paw.)* And your little dog, too.

MUNCHKINS are back where they started, in wedge formation.

LOCASTA: That witch was bad.

MUNCHKIN MAYOR: But the Wicked Witch of the West is worse!

MUNCHKINS agree, cower.

MUNCHKIN #4: You don't happen to have another house, do you?

DOROTHY: My Aunt Em says all the witches have been dead for years and years.

LOCASTA: Do you come from a civilized country?

DOROTHY: I suppose so. It's called Kansas.

LOCASTA: That's why. There are no more witches left in civilized countries.

MUNCHKIN #1: No wizards.

MUNCHKIN #2: No sorcerers.

MUNCHKIN #3: No magicians.

MUNCHKIN MAYOR: But here, in the Land of Oz, we are cut off from the rest of the world.

MUNCHKIN #1: So we still have witches.

MUNCHKIN #4: But not as many as we had ten minutes ago!

MUNCHKINS laugh. During this, stage crew removes legs from behind farm house flat, leave the Ruby Crocks.

MUNCHKIN #2: We still have wizards.

MUNCHKIN #3: Especially Oz, the Great and Terrible.

MUNCHKIN MAYOR: We named the whole country after him.

MUNCHKINS nod.

MUNCHKIN #1: He lives in the Emerald City.

MUNCHKIN #2: *(Points at floor where only the Crocks remain.)* Look!

MUNCHKIN #3: The witch is gone!

MUNCHKIN #4: Turned to dust.

MUNCHKIN MAYOR: All that's left are her Ruby Crocks.

LOCASTA gives shoes to DOROTHY, who puts them on. MUNCHKIN MAYOR takes DOROTHY'S regular shoes, holds them at arm's length, and throws them off stage.

LOCASTA: They are yours now. Never take them off.

MUNCHKIN #2: They are magic Crocks!

MUNCHKIN #4: Aren't ALL Crocks magic?

OTHERS "shush" MUNCHKIN #4, as if to keep the secret. Lights flash. Optional funny sound, like a bulb bicycle horn, breaking glass, etc. WICKED WITCH of the West enters, bursting through the MUNCHKIN wedge formation. MUNCHKINS re-group, cower.

WICKED WITCH: Hold on just a second, Missy.

MUNCHKIN #3: It's her!

MUNCHKIN MAYOR: The Wicked Witch of the West!

WICKED WITCH: That's right. And I'm itchy to do something witchy.

LOCASTA: You are not welcome here.

WICKED WITCH: I'm not welcome anywhere. But here I am anyway.

(To DOROTHY.) Hey you. In the checkered dress. I want those Crocks.

DOROTHY: Okay. *(Starts to give them to WICKED WITCH.)*

MUNCHKINS: *(Together.)* No!

MUNCHKIN #1: Don't do it!

WICKED WITCH: Come on, girlie. Hand them over.

DOROTHY looks at LOCASTA, who shakes her head "no," then WICKED WITCH, who nods "yes."

DOROTHY: I guess I'll keep them.

MUNCHKINS cheer.

What's the big deal?

MUNCHKIN MAYOR: If she gets those Ruby Crocks, the Wicked Witch will become even more powerful.

MUNCHKIN #2: And that's bad.

WICKED WITCH: Not for me! I'll get them somehow. So you'd better watch out!

LOCASTA: *(To DOROTHY.)* The Wicked Witch can take nothing from you against your will. *(To WICKED WITCH.)* You should leave now. *(Looks up.)* It looks like it might rain.

WICKED WITCH: Gotta go! But I'll be back, my little pretty. I want those Crocks! (*Makes threatening gesture at MUNCHKINS.*) Boo!

MUNCHKINS recoil, but are a little more defiant than before. Lights flash. WICKED WITCH exits.

DOROTHY: She sure left in a hurry. Just because of a little rain?

LOCASTA: She's aqua-phobic.

DOROTHY: I would like to go home now. Can you help me?

LOCASTA: Back to Kansas? I'm afraid you can't get there from here.

MUNCHKIN #3: It's too far.

MUNCHKIN #4: Deserts, all around.

MUNCHKIN MAYOR: The Land of Oz is in the middle of nowhere.

DOROTHY: Then I'll never see my family again?

DOROTHY starts to cry. MUNCHKINS cry too, comically.

LOCASTA: Maybe the Wizard of Oz can help you.

MUNCHKINS instantly cheer up.

DOROTHY: Where is he?

MUNCHKIN #1: In the middle of the Land of Oz.

MUNCHKIN #2: In the center of the city.

MUNCHKIN #3: He is the ruler of all.

MUNCHKIN #4: If anyone can help you, he can.

DOROTHY: Is he a good man?

LOCASTA: He is a good Wizard. I don't know what else he is.

MUNCHKIN #1: No one ever sees him.

MUNCHKIN #2: He's too terrible to behold.

MUNCHKIN #3: Or maybe he's shy.

MUNCHKIN #4: No one knows for sure.

DOROTHY: Which way should I go to meet him?

MUNCHKINS: (*Together.*) Follow the yellow brick road.

DOROTHY: I will find this wizard. I will ask him to help me get back to Kansas.

LOCASTA: Good idea.

Kisses her finger and touches DOROTHY'S forehead.

DOROTHY: Why did you do that?

MUNCHKIN #1: Don't wipe it off!

MUNCHKIN #2: It's a mark of goodness.

MUNCHKIN #3: It will protect you.

MUNCHKIN MAYOR: No one will dare hurt a person who has been kissed by the Good Witch of the North.

DOROTHY: Well, okay.

LOCASTA: Off with you, now.

MUNCHKINS: (*Waving.*) Keep calm and carry on.

DOROTHY: Goodbye. Thank you. (*Exits.*)

MUNCHKINS continue waving, smiling.

LOCASTA: That girl is in for a tough time.

MUNCHKINS nod. Lights dim. LOCASTA and MUNCHKINS exit. Munchkin Land set pieces are struck.

ACT ONE, SCENE 3 THE SCARECROW

A free-standing grouping of corn stalks is brought on, up center. Lights up. CROWS enter cawing, perhaps through audience. Or, they may bring on corn stalks and SCARECROW. They circle the SCARECROW.

CROW #1: Caw!

CROW #2: Caw!

CROW #3: Caw! (*Starts coughing.*) Cough, cough, cough.

CROWS #1 and #2 laugh, pat CROW #3 on the back.

CROW #1: Are you okay?

CROW #3: I choked on some straw.

CROW #2: How did you do that?

CROW #3: I was pecking on his head... (*Gesture's to SCARECROW.*) And straw got caught in my throat.

CROW #1: You should stick to eating corn.

CROW #2: No more pecking at scarecrows.

CROW #3: You're right. That was the last straw.

DOROTHY: (*Enters.*) Well, this isn't so bad. (*To CROWS.*) Hello.

Startled, CROWS move away from her.

CROWS: Caw! Caw! Caw!

DOROTHY: Oh, what a funny scarecrow. Hello there.

CROWS attack SCARECROW. He swats at them.

SCARECROW: Go on. Get out of here. Scat!

DOROTHY: (*Misunderstands.*) How rude. Fine. Bye. (*Starts to leave.*)

SCARECROW: Oh, I didn't mean you. I was talking to THEM.

CROWS: (*Laugh.*) Caw! Caw! Caw!

DOROTHY: I'm surprised you are talking at all.

SCARECROW: Don't scarecrows talk where you come from?

DOROTHY: Of course not. Anyone with half a brain knows that.

SCARECROW: Ah. Well, you see, I don't have half a brain. (*Points to head.*) Nothing between my ears but straw.

CROWS peck at him.

(*To DOROTHY.*) Excuse me. (*To CROWS.*) Scat! Get lost. Boo!

CROWS: (*Laugh.*) Caw! Caw! Caw!

DOROTHY: They don't seem very scared.

SCARECROW: I know, right? I'm terrible at this job.

DOROTHY: Maybe we can help. Toto?

TOTO: (*Chases the CROWS.*) Woof! Woof! Rowr!

CROWS run around, holding their ears. SCARECROW gets down.

CROW #1: How rude.

CROW #2: Noisy.

CROW #3: I hate yappy dogs.

CROWS #1, #2, and #3 exit.

SCARECROW: *(To TOTO.)* Will you teach me to do that? I've always had a mind to learn a foreign language.

SCARECROW and TOTO bark to each other.

TOTO: Woof! Woof!

SCARECROW: Woof! Woof!

TOTO and SCARECROW: *(Together, tip their heads back and howl.)*
Aroooo! *(They "high five.")*

DOROTHY: I'm Dorothy, and this is Toto.

SCARECROW: I'm...I don't think I have a proper name. But you can call me Scarecrow. It's functional. Utilitarian. What are you doing way out here?

DOROTHY: I'm going to the Emerald City. I will ask the great Wizard of Oz to send me back home to Kansas.

SCARECROW: Can I come with you? Maybe he will give me some brains.

DOROTHY: He might. But if he doesn't, you won't be any worse off than you are now.

SCARECROW: Which way should we go?

DOROTHY: Let's follow the yellow brick road.

CROWS enter, block their way.

Uh oh.

SCARECROW: Oh, I'm not afraid of those bullies. The only thing that scares me is fire. *(To CROWS.)* Woof! Woof!

TOTO and SCARECROW: *(Together.)* Woof! Woof!

TOTO and SCARECROW chase CROWS, barking. CROWS scatter, exit. SCARECROW, TOTO exit after them. DOROTHY follows them OFF. Lights dim. CROWS or stage crew take corn away. TIN MAN and TREES enter, take position in two lines, partially concealing TIN MAN. Spray can marked "WD40" is set next to TIN MAN. Lights up.

ACT ONE, SCENE 4
THE TIN WOODMAN

DOROTHY ENTERS, followed by TOTO and SCARECROW.

DOROTHY: What a pretty forest.

TREES bow and curtsy.

SCARECROW: We're not in the cornfield anymore.

TREE #1: Hello, little human person.

TREE #2: Are you hungry?

DOROTHY: I could eat.

TREE #3: *(Gives her an "apple.")* Here. Have an apple.

TREE #4: *(Gives her an "apple.")* Have another.

DOROTHY: That's very kind of you.

TREE #1: If you respect the forest, it will respect you.

TREE #2: It doesn't hurt us to share our fruit.

TREE #3: It's what we do.

TREE #4: It's who we are.

DOROTHY: Is there anything I can do for you in return?

TREE #1: Now that you mention it, there is.

TREE #2: Some heartless woodman has been chopping us down.

TREE #3: At least he used to.

TREE #4: Until the last rainstorm.

TREE #1: He's still around here someplace.

SCARECROW: Do you want us to scare him?

TREE #2: That would be nice.

TREE #3: Just take him far away.

TREE #4: Transplant him.

SCARECROW: *(Looks around.)* Here he is!

SCARECROW leads TIN MAN forward.

DOROTHY: A man made out of tin.

SCARECROW: Explain yourself. Why are you chopping down these trees?

TIN MAN: (*Mumbles.*) Hummer mumf.

DOROTHY: His jaw is rusted shut.

SCARECROW: (*SCARECROW picks up large blue can with "WD40" stenciled in yellow.*) Maybe this will help.

DOROTHY and SCARECROW "spray" WD40 on TIN MAN.

TIN MAN: Thanks, I needed that!

SCARECROW: What did these trees ever do to you?

TIN MAN: Nothing. It was just my job to cut them down. But I don't have the heart for it anymore.

DOROTHY: Good.

TIN MAN: No, not good. I don't have a heart for ANYTHING anymore.

SCARECROW: Depression?

TIN MAN: Hollow chest cavity. (*Thumps chest.*)

SOUND: Hollow metallic "clunk."

I'd love to be a good person, but how can I, if I don't have a heart?

DOROTHY: Maybe the Wizard of Oz can give you one.

TIN MAN: Do you think so?

SCARECROW: It wouldn't hurt to ask. Why don't you come with us?

TREES: Yes, go!

DOROTHY: I'm Dorothy Gale of Kansas.

SCARECROW: I'm brainless.

TIN MAN: Let's go see the Wizard!

Sound of COWARDLY LION roaring offstage.

ACT ONE, SCENE 5
THE COWARDLY LION

SCARECROW: Are there any wild animals in this forest?

ALL crouch down lower and lower, on each animal's name.

TIN MAN: Only rabbits and chipmunks and squirrels.

ALL: *(They all rise up together.)* Oh, my!

Sound of COWARDLY LION roaring offstage.

SCARECROW: That must be some big chipmunk!

COWARDLY LION: *(Enters.)* Roar!

TIN MAN: A lion! *(Raises his ax. His arm locks up. Tries to spray under his arm with WD40.)* It's stuck. How embarrassing.

SCARECROW: I'll scare him away. *(Barks at COWARDLY LION.)*
Woof! Woof! *(Bounces off LION, falls.)* Oof. You knocked the stuffing out of me!

COWARDLY LION:

COWARDLY LION moves toward DOROTHY. She throws an apple at him.

Hah! Fresh fruit never hurt anyone.

TREES throw apples at him. He backs away.

Ow! No fair!

TOTO attacks COWARDLY LION.

TOTO: Woof! Woof!

DOROTHY: No, Toto. Stay away!

TOTO nips at COWARDLY LION.

COWARDLY LION: Help! Help! Get him/her off me! Call 911. Call the Dog Whisperer!

DOROTHY pulls TOTO off.

DOROTHY: Leave my dog alone, you big bully!

COWARDLY LION: Leave HIM/HER alone? Tell him/her to leave ME alone!

SCARECROW: *(Gets up.)* You started it.

TIN MAN: *(Gets arm free, swings ax.)* And I'm going to finish it.

COWARDLY LION: *(Falls to knees.)* Aaghh! Please don't hurt me!
(Lies down in fetal position. Cries.) Waah!

OTHERS stand around

(He looks up, then down again.) Not in the face! Not in the face!

DOROTHY: You're just a great big coward.

TREES wag fingers at him.

COWARDLY LION: *(Sits up.)* I know. I was born that way. I'm a scaredy cat. I'd run away, but I'm scared wherever I go.

SCARECROW: Then why don't you come with us?

COWARDLY LION: *(Stands.)* Where are you going?

TIN MAN: To see the Wizard of Oz. I am going to ask him for a heart.

SCARECROW: And for me, a brain.

DOROTHY: Toto and I just want to go home to Kansas.

COWARDLY LION: Maybe the wizard can give me courage.

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