



THE WIZARD OF OZ

SYNOPSIS

ACT ONE

Aunt Em and the Neighbor Wife talk on stage. Mrs. Dowd (Dorothy's teacher) enters and tells Aunt Em that Dorothy's stuffed dog (Toto) is preventing her from making friends at school. Aunt Em agrees to talk with Dorothy about leaving the toy at home. Uncle Henry, Dorothy's cousins, neighbors and Dorothy return home just as a tornado is about to hit. As the family goes into the storm cellar Dorothy's cousin (Lisa) throws Toto out. Dorothy runs out after Toto and is caught in the Tornado. In Munchkinland, Edna, Elmer and Eve discover Dorothy's house has landed in their town and begin to investigate. Dorothy emerges from the house and all of the Munchkins think she is a witch. Glinda arrives and explains to Dorothy that she has landed in Oz. The Wicked Witch arrives just as Glinda gives Dorothy the ruby red slippers. The Witch wants the slippers for herself and exclaims that she will get them from Dorothy. The Witch leaves and Dorothy heads down the yellow brick road to find the Wizard and ask him to send her back home. In the Witch's castle, the audience learns that the Flying Monkeys are controlled by the witch's black hat and that they will not be free until the Witch gives them three commands. The Witch enters and the audience finds out that she suffers from constant headaches and secretly wants to be a ballerina but needs the ruby slippers because they have magic dancing powers. The Witch orders the monkeys to find Dorothy and get the slippers from her. Meanwhile, Dorothy meets the Scarecrow who decides to travel with Dorothy to see the Wizard so that s/he can ask for a brain. The audience learns that Edna, Elmer and Eva are also traveling to see the Wizard to ask for funding to build new housing in Munchkinland. The Munchkins are met on their journey by the Monkeys who demand that the Munchkins tell them where Dorothy is. The Munchkins refuse to tell the Monkeys anything unless they can show proper paperwork of their orders from the Witch. The Monkeys leave to get the paperwork and the Munchkins race forward to warn Dorothy that the Witch is searching for her. Dorothy and Scarecrow meet the Tinman and learn that s/he has no heart, they invite him/her to join them on their journey to see the Wizard. Back at the Witch's castle, the Witch and Winkies (guards) practice for the Witch's ballet. The Monkeys interrupt and get their paperwork filled out. The Witch recommends that they attempt to capture Dorothy by using poppies. Dorothy, Scarecrow and Tinman meet Lion and s/he decides to go with them to visit the Wizard and ask for courage. The four (followed by the Munchkins) head into the Weeping Woods (the most haunted forest in all of Oz).

ACT TWO

The four learn that the Weeping Woods is not haunted and that the scary sounds coming from it are actually the crying noises of the trees who miss their friend; a little girl who used to visit with them and dance for them. Outside the woods, the four stumble on a poppy field laid as a trap by the Monkeys. They escape with the help of a group of mice who are friends with the Lion. The four enter the Emerald City and learn (from a group of Hippies using the Optional Scene) where the Wizard lives. The four visit the Wizard's throne room. The Wizard says he will grant their wishes if they bring him the Witch's hat. The Munchkins arrive at the throne room shortly after Dorothy and submit their grant proposal, they rush off to find Dorothy. Dorothy and her friends find themselves in a desert with the Winkies (who have been put in charge of lake transportation). They are about

to leave when the Monkeys enter and capture them, taking them back to the Witch's castle. The Munchkins enter, learn Dorothy is captured and leave to get Glinda (the only person they think can help). Dorothy is alone in the Witch's castle. The Witch threatens to put Toto in her potion cauldron if Dorothy does not give her the shoes. Dorothy refuses saying she "has real friends now". The Witch chases Dorothy trying to get the shoes and throws out her back out which causes her headache to cease. She realizes that her headache was what made her feel evil and she no longer wants to be cruel - but is worried that it will ruin her image if she becomes a ballerina. Dorothy agrees to tell everyone that she melted the Witch with a bucket of water so the Witch can pursue her life-long dream; if the Witch will let her have the black, pointed hat. The Witch agrees. When the Monkeys enter with Lion, Tinman and Scarecrow they learn of the Witch's defeat. Dorothy gives the Monkeys three commands. The final command is to free themselves from the control of the hat. The Monkeys bring the four back to the Wizard's throne room. The Wizard shows the Scaercrow, Tinman and Lion that they already had the skills they were asking for. The four discover that the Wizard is actually a tech director who magically materialized in Oz when an actor said MacBeth in a theater during a show he was working on. The Munchkins enter with Glinda. The Wizard pulls out the Munchkin's grant proposal and makes them the new rulers of Oz. Glinda tells Dorothy she has the power to return home by clicking her heels together three times. Dorothy says goodbye to her new friends and returns home. Back on the farm, Dorothy tells her family of her adventures in Oz and exclaims how happy she is to be home.

SAMPLE

SCENE BREAK DOWN

Full Running Time: 120-150 minutes (pending scene changes and intermission)

Shortened Running Time: run time will be approximately 5-10 minutes shorter without scene 11.

SCENE 1: Aunt Em's Farm

SCENE 2: Munchkinland

SCENE 3: Witch's Castle

SCENE 4: Scarecrow Field - a corn field in Oz

SCENE 5: Scarecrow Field - a corn field in Oz

SCENE 6: Tinman Woods - a clearing on the edge of the woods

SCENE 7: Witch's Castle

SCENE 8: Lion Forest - a clearing deep within the forest

INTERMISSION

SCENE 9: Forest

SCENE 10: Poppy Field - just outside the Emerald City

SCENE 11 (Optional): Emerald City - just inside

SCENE 12: Receptionist Desk/Wizard's Throne Room

SCENE 13: Receptionist Desk

SCENE 14: Desert

SCENE 15: Witch's Castle

SCENE 16: Wizard's Throne Room

SCENE 17: Aunt Em's Farm

SAMPLE

CAST OF CHARACTERS

Flexible cast of 40 to 105 speaking roles (3-4 M, 8-10 F, and 30 to 91+ that can be either).
Many of the roles can be combined, doubled or split into two roles for even more characters. If you need assistance with doubling please do not hesitate to contact Plays For Large Casts with questions.

LEAD and SUPPORTING ROLES

DOROTHY (F).....Young. Happy-go-lucky. Always talks to stuffed dog.
SCARECROW (E).....Carefree. Intelligent but doesn't realize it. Seeks a brain.
TIN MAN (E).....Emotionless. Talks in monotone. Seeks a heart.
LION (E).....Fearful. Humorous. Seeks courage/bravery.

EDNA (E).....Munchkin. Intelligent. Adventure Seeking.
EVE (E).....Munchkin. Rule follower. Seeks a grant to improve Munchkinland.
ELMER (E).....Munchkin. Adventure Seeking. Friends with Edna and Eve.

GLINDA (F).....Good Witch. Kind, polite and majestic. Helps Dorothy.
WITCH (F).....Evil Witch. Complains of a headache. Wants to be a ballerina.
WIZARD (M).....Really a Theater Tech in disguise.

ENSEMBLE ROLES

NOTE: Almost all ensemble roles may be played by either males or females with some minor name changes. Ensemble roles may be combined, doubled or split to fit the needs of your cast size.

The same group of actors that play the Munchkins can also play Winkies, Crows, Squirrels, Mice, Trees and Hippies. The group of actors that play Monkeys can also play Dorothy's family, neighbors, etc. The following roles can be easily played by the same actor; Aunt Em (Glinda), Uncle Henry (Wizard), Mrs. Dowd (Witch).

SILVER MONKEY (E).....Flying monkey leader. Want's to be free from the witch's control.
ORANGE MONKEY (E).....Flying monkey.
BLUE MONKEY (E).....Flying monkey. Laid back.
RED MONKEY 1 (E).....Flying monkey. Gruff, always trying to start fights.
RED MONKEY 2 (E).....Flying monkey. Gruff, always trying to start fights.
YELLOW MONKEY (F).....Flying monkey. Happy and cheerleader like.
OUT OF RETIREMENT MONKEY (E).....Flying monkey. Was a red monkey back in his/her day.
PURPLE MONKEY (E).....Flying monkey. Somewhat girlish.
PINK MONKEY (E).....Flying monkey. Somewhat girlish.
GREEN MONKEY (E).....Flying monkey.

WINKY 1-8 (E).....Business advisors to the Witch.

AUNT EM (F).....Dorothy's Aunt. Wants Dorothy to fit in at home and school.
UNCLE HENRY (M).....Dorothy's Uncle. Humorous. Enjoys fishing and thunderstorms.
LUCY (E).....Dorothy's youngest cousin. Kind and happy-go-lucky.
LEWIS (E).....Dorothy's middle cousin. Boyish/tom-boy.
LISA (F).....Dorothy's oldest cousin. Snobby. Mean towards Dorothy.

MRS. DOWD (F).....Dorothy's teacher. Want's to get rid of Toto.

BAD STUDENT 1-2 (E).....Young. Humorous. Tease on Mrs. Dowd.

NEIGHBOR WIFE (F).....Friends with Aunt Em. Concerned for Dorothy.

NEIGHBOR HUSBAND (M).....Friends with Uncle Henry.

NEIGHBOR KIDS 1-2 (E).....Friend's with Dorothy and her cousins.

RECEPTIONIST (F).....Wizard's receptionist. Snotty. Doesn't enjoy her job.

OLD MUNCHKIN (E).....Enjoys recalling the glory days. Enemy of ...Retirement Monkey.

TOWNS MUNCHKIN 1-9 (E).....Munchkins. Seek adventure. Scared of the Witch.

COUNCILOR 1-6 (E).....Munchkins. Determine that the Witch of the East is dead.

SHERIFF (E).....Munchkin. Not extremely intelligent.

MAYOR (E).....Munchkin. Not extremely intelligent.

CROWS 1-4 (E).....Tease the Scarecrow.

PINKY (E).....Squirrel. Teases the Tinman.

PETE (E).....Squirrel. Teases the Tinman.

POKEY (E).....Squirrel. Teases the Tinman.

DANCE TEACHER (E).....The Witch's dance teacher. Young actress/actor if possible.

QUEEN MOUSE (F).....Mice leader. Allows mice to help the Tinman and Scarecrow.

CAPTAIN MOUSE (E).....Mice captain.

RADIO MOUSE (E).....In charge of mice communications.

MOUSE LIEUTENANT (E).....Mice lieutenant.

MOUSE 1-9 (E).....Help the Tinman and Scarecrow.

BERNIE (M).....Rower, hired by Winkies. Helps Munchkins across a lake.

WILLOW (E).....Tree. Always crying. Misses the girl who used to visit the woods.

OAK (E).....Tree. Always crying. Misses the girl who used to visit the woods.

MAPLE (E).....Tree. Always crying. Misses the girl who used to visit the woods.

ASH (E).....Tree. Always crying. Misses the girl who used to visit the woods.

BIRCH (E).....Tree. Always crying. Misses the girl who used to visit the woods.

PINE (E).....Tree. Always crying. Misses the girl who used to visit the woods.

TREE 1-7 (E).....Tree. Always crying. Misses the girl who used to visit the woods.

OPTIONAL ROLES (Roles in the optional Emerald City scene.)

MOONDUST (E).....Lead Hippie.

RAINDREAM (E).....Hippie.

NIGHTJEWEL (E).....Hippie.

SUNBEAM (E).....Hippie.

SPACETIME (E).....Hippie.

DR. ASTRO (E).....Hippie.

BLUECOMET (E).....Hippie.

STARLIGHT (E).....Hippie.

PEACEFLOW (E).....Hippie.

MOONBEAM (E).....Hippie.

SUGGESTIONS FOR SET PIECES

As much imagination and creative liberty can be taken with the sets for this production as is desired. The original production was done with bare bone set pieces. Later productions have been done with more extravagant pieces.

Although some theaters find the presence of a yellow brick road important to the production, it can easily be done without one. If a road is desired it can be painted directly on a stage/platform or created out of heavy wood that can be placed on top of the stage. Paper/plastic can be used as well and taped to the stage, some tearing will likely occur but since the road in this version is supposed to be in poor condition the tearing is not a huge deal.

AUNT EM's FARM (these scenes are traditionally done in black and white if budget permits but can be done in color as well, if using black and white actors can still wear traditional colored make-up)

Dorothy's House and Storm Cellar: This can be large and functional with an operating door or it can be a flat board or piece of foam that is propped up with a brace. If using the simpler method, actors can exit behind the piece instead of going through the door. The final scene can take place outside on the porch so that the inside of the house does not need to be made.

Clothesline: A clothesline can be made fairly simply for additional stage dressing. Clothes can be hung on the line with fishing line attached that leads into the wing. Fishing line can be pulled during storm to give the indication of strong winds.

Hay-bails, chicken coops, wheelbarrows, etc. can be used to dress up the stage as needed/desired.

MUNCHKINLAND

Munchkin Houses: Munchkin houses can be simple or complex. Three dimensional houses can be built or flat wood/foam with braces can be used that Munchkins can hide behind. Large cardboard boxes can also work well if you have access to them.

Faux trees, bushes, rocks, flowers, fences, etc. can be used to dress up the stage as needed/desired.

WITCH'S CASTLE

Cauldron: A large cauldron can be purchased or can be crafted from a large bucket/tub and some paper-mache or spray foam to give it roundness.

Additional stage dressing can include; table with crystal ball, bookcases with spell books, candles, potions, etc. evil looking witch's throne, columns, chains, etc.

SCARECROW FIELD

Cornstalks: Cornstalks can be made fairly affordably with newspaper and wooden or plastic dowels. Tutorials for newspaper cornstalks can likely be found online but we are happy to help with instructions if needed.

Scarecrow Stand: A T-stand can be built or a crate/box can be used if no stand is available.

Fences can be used for additional stage dressing and can come in handy as additional pieces for many scenes throughout the production.

TINMAN WOODS

Stage dressings can include; a woodman's cottage, fences, stumps, chopped wood, bushes, etc.

LION FOREST

Stage dressings can include; faux trees, bushes, rocks, plants, etc.

POPPY FIELD

Poppies: Faux flowers can be purchased and placed on the stage or flowers can be cut from colored construction paper. Poppies are traditionally red in color when seen in *The Wizard of Oz*.

Mouse Trap: The large mouse-trap can be made fairly simply as a platform on wheels. PVC pipe, wood or other materials can be added to create a faux spring. The painting is most important and is what shows the audience that the piece is a mouse trap.

WIZARD'S THRONE ROOM

Stage dressings can include; receptionist desk or table/chair, microphone on stand, columns, gate with OZ on it, banners with OZ on them, etc. Try to keep items in the Wizard's Throne Room as green as possible.

DESERT

Stage dressing can include; rowboat, lake buoys, lake caution signs, pails/shovels/inter-tubes (for Winkies to be playing with halfheartedly).



THE WIZARD OF OZ

Scene 1

(A small farm in the state of Minnesota (or where your home state is). There is a farmhouse on one side of the stage and a storm cellar on the other. If room permits a clothesline or chicken coop can also be added. Clothes hanging from the clothesline can have fishing line attached to them that can lead off stage and be pulled by tech crew as the storm begins to build; giving the impression of strong winds. AUNT EM and NEIGHBOR WIFE sit on/near the front porch. AUNT EM peers up at the sky. She shakes her head discouragingly.)

AUNT EM: How much longer do you think they'll stay fishing?

NEIGHBOR WIFE: Not long knowing my husband. He hates getting caught in the rain. The kids sure seemed excited to get out on that lake. Why didn't Dorothy go with 'em? Is there some tension between her and her cousins?

AUNT EM: Oh, I don't think so, they seem to be getting along as well as any siblings I reckon. The usual squabbles but nothing serious. I am worried about her though. She hasn't seemed to make many friends since moving here.

NEIGHBOR WIFE: Everything will come in good time.

AUNT EM: I hope your right.

(There is a low rumble of thunder in the distance. Towards the end of the next line, MRS. DOWD enters, followed by two BAD STUDENTS.)

NEIGHBOR WIFE: Sounds like the storm is building up to a big one. It's nice that the kids got a little fishing in after school. I swear, that Mrs. Dowd takes all the fun out of learning.

MRS. DOWD: *(Clearing throat, obviously hearing them talk about her.)* Ahem!

AUNT EM: Good afternoon, Mrs. Dowd.

MRS. DOWD: *(Cordial.)* Emily, Hilda.

(Awkward pause.)

AUNT EM: Interesting weather we're having here.

MRS. DOWD: I am not here to talk about the weather. It's Dorothy.

AUNT EM: Dorothy?

MRS. DOWD: I told her she was to wait for me after school so we could address this together and the child runs off.

AUNT EM: Maybe she just mis-understood.

MRS. DOWD: She is making a mockery of my classroom. Bringing that stuffed toy to school.

AUNT EM: Oh, you mean Toto!

MRS. DOWD: I mean that stuffed toy she drags with her every day.

AUNT EM: We've tried talking to her about it but she refuses to leave it home.

NEIGHBOR WIFE: I reckon a lot of kids go through this phase – imaginary friends and the sort...

MRS. DOWD: Well, it will not be tolerated in my classroom any longer. It's distracting the other students! If you refuse to dispose of that stuffed dog then I will.

NEIGHBOR WIFE: Oh, come now...

AUNT EM: I'm sure we can work something out.

MRS. DOWD: I swear to you Emily, if I see it again it will be the last time anyone sees it! Am I making myself clear.

AUNT EM: Yes, Mrs. Dowd. I'll discuss it with her.

MRS. DOWD: Very well, than. Good day. *(To BAD STUDENT 1. Exiting.)* Come along Timmy, we are talking to your parents next.

BAD STUDENT 1: It was only a little mouse, Mrs. Dowd.

BAD STUDENT 2: We didn't mean to put it in your desk drawer.

BAD STUDENT 1: Honest.

BAD STUDENT 2: We didn't mean it.

MRS. DOWD: Don't doddle.

BAD STUDENT 1: At least it was a dead mouse.

(AUNT EM and NEIGHBOR WIFE burst into laughter. NEIGHBOR KIDS enter, followed by LISA. LEWIS, LUCY, NEIGHBOR DAD and UNCLE HENRY.)

NEIGHBOR KID 1: Mom, you'll never believe it!

NEIGHBOR KID 2: *(Holding arms up to show size.)* It's gotta be at least this big.

NEIGHBOR KID 1: Probably bigger!

LUCY: He caught it, mom, dad caught Grandpa Scales!

LEWIS: The biggest, hugest walleye of them all!

LISA: Fish are disgusting.

LEWIS: But then it started to rain.

LUCY: So we came home.

UNCLE HENRY: *(Entering. Talking to the fish.)* You are mine! Hahaha! Thought you'd escape me, eh. Didn't you? *(Makes fish nod.)* That's right. *(Laughs.)* Lo these many years you have taunted me, Grandpa Scales, and I threw my fists toward the sky in anguish, but at last I have hunted you down, you vile beast!!

AUNT EM: *(Not extremely interested in the matter.)* Congratulations dear.

NEIGHBOR KID 1: Dad caught a fish too!

NEIGHBOR HUSBAND: Now, kids. There's no need to brag.

NEIGHBOR WIFE: Let's see it dear.

AUNT EM: Yes, show us.

NEIGHBOR KID 2: *(Holding up a tiny fish.)* Here it is!

NEIGHBOR KID 1: He caught it all by himself.

UNCLE HENRY: *(Laughing.)* Minnow. Walleye! *(Looking around.)* Say, where's Dorothy? I gotta introduce her to Grandpa Scales.

(Thunder. This time closer and louder than it was before.)

AUNT EM: I suppose it is time to call Dorothy back home. I fear there may be funnel clouds on the horizon at any moment.

UNCLE HENRY: Really? I'm gonna go stand in the garage and watch for tornados.

NEIGHBOR DAD: I'll join you.

NEIGHBOR KID 1: Me too!

NEIGHBOR KID 2: I want to watch!

NEIGHBOR WIFE: You will do no such thing.

NEIGHBOR HUSBAND: *(Indicating Uncle Henry.)* But all the neighbors are doing it.

UNCLE HENRY: Yeah, we're doing it.

AUNT EM: Ohhh no you're not. Lisa, go find Dorothy?

LISA: *(Complaining.)* She's probably off somewhere talking to that silly stuffed dog.

AUNT EM: *(Stern)* Lisa. *(Thunder again, clothes on clothes line begins to blow a bit. Frantic but trying to remain calm.)* Henry, go find her!

NEIGHBOR WIFE: Come on kids, time to go home. Good chatting with you Emily.

(There is another sound of thunder and the wind begins to blow stronger.)

AUNT EM: Henry. Go!

UNCLE HENRY: All right, I just gotta put Grandpa Scales away. *(He heads for the house)*

AUNT EM: Now!

(Thunder and hard wind, UNCLE HENRY looks up at the sky.)

UNCLE HENRY: Yeah, ok... *(He exits calling off stage.)* Dorothy!

(Spotlight on Dorothy in the aisle or on the far side of the stage.)

DOROTHY: Good dog, Toto! Now, let's get back to the house! *(She runs up the aisle and toward the house.)*

AUNT EM: Dorothy!

DOROTHY: Hurry, Toto.

UNCLE HENRY: Dorothy. There you are. We have to get home now.

(The storm picks up, it continues to grow beneath the following.)

LEWIS: Wow, they really look like funnels!

LISA: *(Snotty.)* Lets go inside my hair is getting messed up!

UNCLE HENRY: Emily, we need to get inside, I think I just spotted a...

AUNT EM: *(Looking out towards the audience.)* Tornado! Quick kids, into the storm cellar.

LUCY: I'm not scared of a tornado *(UNCLE HENRY picks up LUCY and heads towards the cellar.)*

LEWIS: *(Disappearing into the cellar.)* What if you could harness all that power?

LISA: I'm not going down there. There's spiders!

UNCLE HENRY: *(All playfulness gone)* Lisa, this is not a debate.

(UNCLE HENRY places LUCY in the cellar then follows.)

LISA: I am not going down there.

AUNT EM: Come along Dorothy. You and Toto next. *(DOROTHY begins to climb into the cellar)* Don't be scared Toto, everything is going to be okay.

LISA: *(Quickly pulling Toto out of Dorothy's hands)* Sorry no dogs allowed! *(She throws the dog towards the porch of the house and heads down the steps. DOROTHY screams and tries to run after Toto.)*

DOROTHY: Toto!

AUNT EM: *(Looking at the sky in a panic.)* I'm sorry Dorothy, there isn't time. *(She pulls Dorothy down into the cellar)*

(The lights fade to near black with a small spot on the cellar, and mood light on the porch. There is another loud clap of thunder and lightning. DOROTHY throws the cellar door open.)

AUNT EM: Dorothy, NO!

DOROTHY: *(Fighting the wind, screaming.)* TOTO!! *(She grabs him and moves towards the cellar then stops mid step, screaming.)* AHHHHHHH! *(She takes a step backward then turns around and runs into the house. The storm hits full force. Tornado. Lights down.)*

Scene 2

(Outdoors. The storm has ceased and the stage looks sunny and colorful. There is a small town with miniature houses and perhaps some shrubbery. A wide blue sky stretches above. On one side of the stage sits the old farmhouse, clearly out of place. A pair of feet with ruby red slippers protrude from beneath the front porch of the house. Old Munchkin sits on a bench telling a story. All the Towns-Munchkins are gathered around him/her, listening intently. EDNA, ELMER and EVE are on the side of the stage rummaging through papers.)

OLD MUNCHKIN: I looked up from my hiding place, and all I could see was flying monkey's everywhere.

(All the munchkins gasp.)

MUNCHKIN 9: Were you scared Old Munchkin?

OLD MUNCHKIN: Of course I wasn't scared!

MUNCHKIN 5: You weren't.

OLD MUNCHKIN: Don't be ridiculous. I had the power of Munchkin Land with me!

MUNCHKINS 1-9: Yay! The power of Munchkin Land.

MUNCHKIN 6: What did you do next?

OLD MUNCHKIN: I reached for the one thing I knew could save me! My long stemmed Daisy! And then with one fell swoop of my Daisy, I brought it crashing down on the flying monkey's head. He was so stunned that he flew away, never to be seen again. Some people say he has come out of retirement in recent years, haunting the lands in search of that very same daisy that bemungled him decades ago.

MUNCHKINS 1-9: *(Clapping)* Yay!

MUNCHKIN 7: Tell it again.

OLD MUNCHKIN: Heavens no, that's enough for today.

MUNCHKIN 8: Please tell it again.

MUNCHKIN 4: Pleeesssse. Pleeesssse. Pleeesssse.

OLD MUNCHKIN: No, no, no, once a day is enough for the story of how I conquered the flying monkeys.

MUNCHKIN 1: Then tell us the story of how the giant, scary house came to Munchkin Land?

OLD MUNCHKIN: What giant, scary house?

MUNCHKIN 1: The one over there.

OLD MUNCHKIN: Oh my! Edna, Elmer, Eve, I think you may want to look at this.

EDNA: What is it Old Munchkin?

MUNCHKIN 2: There's a new house over there.

EVE: A new house! This lot is not zoned for housing. It's zoned for a garden – a garden with azaleas and chrysanthemums only! We haven't been able to build a new house in Munchkin Land since the Wicked Witch of East passed a bill stating that she was the owner of all the land in Oz.

OLD MUNCHKIN: *(Shaking head)* Land Lords!

EDNA: I say we investigate!

ELMER: Yeah!

EVE: You can't do that! You need to fill out a special permission form that has been signed by the Sub-Department of Investigations of the Department of Looking into Things

EDNA: We Munchkins used to be explorers. What ever happened? Back in Old Munchkin's day, we would make trips to the Emerald City all the time.

OLD MUNCHKIN: It's True! Say, did ever tell you the story of...

EVE: Yes.

EDNA: Now we're too afraid to check out a boring old house! Come on. *(EDNA and ELMER walk towards the house.)*

EVE: What are you doing? You can't go in there! If the Wicked Witch were to find out she...

EDNA: Shhh! *(Looks at it.)* This house wasn't built! It was dropped!

MUNCHKINS 1-9: Dropped? What do you mean? How could that happen?

EDNA: Yes. From somewhere *(Points upward.)* up there!

EVE: *(Coming up to join them.)* Impossible. You need a special zone permit to drop a house! It requires at least sixty days public notice...

ELMER: Who do you think could have done it, Edna?

EDNA: Somebody with great power. Possibly a wh...

(We hear a whistle blow or the sound of a regal march. The MAYOR, SHERIFF and CITY COUNCIL enter, very pompous and very grand from the far side of the stage, making their way towards the house.)

EVE: Oh, now you've done it! We'll be reprimanded for sure! *(EVE tries to make a get-away but is pulled back by EDNA.)*

SHERIFF: Halt!

COUNCILOR 1: What do you think you're doing?

COUNCILOR 2: Where do you think you're going?

EDNA: *(Not at all worried or afraid)* We're examining this house, your honor.

ELMER: It's their fault! They forced me to investigate this house against my will!

COUNCILOR 3: Who gave you permission to do that?

COUNCILOR 4: Where are your orders?

EDNA: We have no orders, your magnimoophencies...

SHERIFF: No orders!

MAYOR: No orders? Gracious! If the Wicked Witch found out you were doing anything without going through the proper channels, she'd turn you into toads!

MUNCHKIN 1: Yes, big ugly ones!

MUNCHKIN 2: With yellow warts. Big yellow warts!

MUNCHKIN 3: It happened to me!

(All the MUNCHKINS look at MUNCHKIN 3.)

MUNCHKIN 3: I got better...

EVE: See what you've done? I'll be a toad for the rest of my working life! And my backyard isn't even zoned for lily-pads yet!

MAYOR: Silence! Explain yourselves Munchkins!

COUNCILOR 1: Why did you investigate this house without the proper orders?

ELMER: We plead ignorance!

MAYOR: Well then, not another word! Ignorance is nine-tenths of the law!

(ELMER and EDNA look relieved.)

EVE: Don't you mean, ignorance is no excuse froooooom the law!

MAYOR: Yes, that's what I said. All of you, to jail, at once.

EDNA: I think what she means is, we gave ourselves permission to investigate the matter sir.

(All MUNCHKINS gasp)

COUNCILOR 1: You what?

COUNCILOR 5: What did she say?

COUNCILOR 6: She said they gave themselves permission to investigate the house.

EDNA: *(Continuing.)* We gave ourselves permission to investigate the house...because it was not presently covered under any known municipal Munchkin memorandum.

COUNCILOR 5: Can they do that?

COUNCILOR 1: Of course not! It's against the rules!

COUNCILOR 2: Absolutely!

COUNCILOR 3: Without question! *(Points finger.)* Rulebreaker!

ALL COUNCILORS: Rulerbreakers!

EDNA: Eve!

EVE: *(Shuffling through her papers. To Edna)* Actually, there might be some precedent for it under the Munchkin Manifesto Article Six...

MAYOR: This is maddening! Just write them all tickets.

SHERIFF: Certainly. *(Writing tickets as he goes.)* One ticket for you. A ticket for you. One ticket for you. *(To other Munchkins as well.)* Here is your ticket. A ticket for you. Your ticket...*(Pointing to the legs beneath the house.)* Should I write her a ticket as well?!

MAYOR: WHAT!

SHERIFF: Shall I write her a ticket as well?

MAYOR: Who?

SHERIFF: The Wicked Witch of the East.

MAYOR: Whatever do you mean.

EDNA: That's her...under the house!

(All the MUNCHKINS gasp and begin to talk to one another.)

OLD MUNCHKIN: That's her ruby red slippers, all right. I'd recognize them anywhere.

MUNCHKIN 1: The Wicked Witch of the East is smooshed!

MUNCHKIN 2: She's squished!

MUNCHKIN 6: She's mooshed!

MAYOR: Opinions Munchkin Council?

COUNCILOR 1: *(Examining the feet under the house.)* It is my opinion that Her Wickedness be permanently re-classified as inanimate.

COUNCILOR 3: I concur.

COUNCILOR 2: And I make a motion that the Wicked Witch may no longer serve on the committee of these persons deemed functioning.

COUNCILOR 4: I second!

COUNCILOR 5: I third!

COUNCILOR 6: I fourth...

MAYOR: *(Cutting him/her off.)* Very well then. I officially proclaim that...

MUNCHKIN 3: *(Holding up one of the legs, completely awe-struck.)* She is not alive.

ALL MUNCHKINS: *(Celebratory.)* Yay! The Wicked Witch is dead!

EDNA: Wait! That means whoever sent this house must be someone with powerful magic!

EDNA: A witch?

ELMER: Or a wizard?

EVE: But one thing is sure...

ELMER: Whoever it was, must be-

EDNA: Even worse than the Wicked Witch!!

ALL MUNCHKINS: *(Clearly upset.)* Awwwwwww...

DOROTHY: *(From inside.)* Hello? Auntie Em? Is that you?

MUNCHKIN 4: *(There is a pause as all the Munchkins look at one another.)* Hide! *(The Munchkins scatter hiding about the stage.)*

DOROTHY: Hello? Who's out there? Auntie Em? Uncle Henry? *(She walks out of the house carrying Toto.)* That's funny Toto. I'm sure I heard voices. This doesn't look like the Dakota County I know. That tornado must have carried us a long, long way...No, Toto, even farther then Duluth. Why Toto, I don't even think we're in Minnesota anymore! *(Scanning the stage.)* And, I have the strangest feeling that there are people watching us! *(Slightly afraid. Trying to reassure herself.)* You don't have to be scared Toto, I'm sure Auntie Em will be here soon...

(Dorothy slowly sits down on a rock behind which hides a MUNCHKIN. The MUNCHKIN tries to sneak away. DOROTHY notices him/her and screams.)

DOROTHY: AHHHHHHhhh!

MUNCHKINS: *(Upon hearing DOROTHY scream.)* AhhhhhhHHHhh! *(All the MUNCHKINS begin to run around the stage frantically.)*

DOROTHY: *(Clutching Toto.)* Who are you!

SHERIFF: *(Cowering.)* Oh, please, your mightiness...!

MUNCHKIN 3: Don't turn us into toads!

MUNCHKIN 1: I don't want to eat flies!

DOROTHY: Toads? How could I turn you into toads?

MAYOR: With your terrible magic, your Mightiness!

DOROTHY: But, I don't know any magic!

SHERIFF: It's a trick!

EVE: Oh, Great and Mighty Sorceress-

DOROTHY: My name is Dorothy.

EVE: *(Taken aback.)* Oh Great and Mighty Dorothy, what do you mean, exactly... by saying you have no magic?

MUNCHKIN 7: You must have magic!

MUNCHKIN 1: Very powerful magic!

MUNCHKIN 3: How else could you have killed the Wicked Witch of the East?

DOROTHY: I what?

EVE: You dropped that house right on top of her! And without the proper paperwork!

ELMER: Smashed her flat!

EDNA: Dead as a door-nickel!

DOROTHY: Oh no! (*Noticing the feet protruding from beneath her house*) Toto, look what we've done!

(*As DOROTHY finishes her line there is an undertone of music and GLINDA appears on stage.*)

GLINDA: She deserved it. A fitting end to one so evil!

EDNA: Who are you?

GLINDA: It is I, Glinda, the Good Witch of the North. I came here to meet the powerful witch who dropped a house on my evil cousin! What is your name?

DOROTHY: Dorothy.

GLINDA: (*Bowing.*) Pleased to meet you Dorothy Witch.

DOROTHY: Oh, it's Dorothy Gail. From Minnesota. And I'm not a witch.

SHERIFF: Augh! First a dead witch; than a witch who isn't a witch; now a good witch... that's too many witches for one Munchkin to take!

DOROTHY: Munchkins? What are Munchkins?

ALL MUNCHKINS: We are!

GLINDA: The Wicked Witch of the East ruled this land for more than a generation, and her reign was hard and cruel. The Munchkins were practically enslaved.

OLD MUNCHKIN: I remember the times before the Wicked Witch, when there were no forms to fill out, you could seal a deal with a handshake. I think we owe this young...Dorothy-not-a-witch a debt of gratitude, for freeing us from the Wicked Witch of the East!! Hooray for Dorothy!

ALL MUNCHKINS: Hooray, Dorothy!

MUNCHKIN 4: We should have a parade in her honor!

ALL MUNCHKINS: Hooray, a parade.

DOROTHY: Oh, that's awfully kind, but I've got to get back home! Do you think I could use someone's cell phone?

ALL MUNCHKINS: What?

DOROTHY: Don't any of you have cell phones?

GLINDA: Dorothy, you're a long way from Minnesota. You have set down in the Land of Oz?

DOROTHY: The Land of Oz?

GLINDA: That's right. A place where anything can happen – a place that demands all of your brains, courage, and heart.

DOROTHY: But I just want to go home! I miss my Auntie Em, and Uncle Henry, and, I'm even starting to miss Lisa! You're a good witch, aren't you? Can't you send me home?

GLINDA: Oh, heavens no, that's beyond my power.

DOROTHY: Than who can?

OLD MUNCHKIN: Why, there's only one person who can help you now!

ELMER: You'll need to go to the Wizard himself!

DOROTHY: The Wizard?

ALL MUNCHKINS: The Wizard!!

GLINDA: The Great and Powerful Wizard of Oz! The mightiest magician ever, or so it is said. He rules this entire country from his seat of government in the Emerald City.

DOROTHY: Then I'll have to leave right away. How do I get there?

OLD MUNCHKIN: There was once a road...

COUNCILOR 1: A high, wide pathway.
 COUNCILOR 2: Made of yellow brick.
 COUNCILOR 3: It led directly to the Emerald City.
 MAYOR: But the Wicked Witch never kept up on the repairs.
 COUNCILOR 4: Now the road is rough and narrow.
 COUNCILOR 5: It winds and binds...
 COUNCILOR 6: It's crooked and cracked!

GLINDA: But it is the only way to get to the Emerald City. The journey will be long...
 DOROTHY: *(Brightly.)* Oh, I understand. I'm from Minnesota! We have road construction all the time!
 GLINDA: *(Laugh.)*
 DOROTHY: And anyways, I've got Toto. He's small, but he's fierce, aren't you Toto?
 GLINDA: *(Humoring DOROTHY.)* I'm sure he is.
 DOROTHY: I hate to be rude and rush off, but I really have to find Uncle Henry and Auntie Em!
 GLINDA: Well, if you are planning to follow the yellow brick road, you will need some shoes to wear along the way.
 DOROTHY: Oh, no, I forgot. I took them off at home when I was playing fetch with Toto!
 GLINDA: Then you must take these shoes! *(She takes them off the witch's feet and hands them to Dorothy.)*
 DOROTHY: *(Putting them on.)* They fit perfectly!
 GLINDA: They are designed to fit whoever puts them on. Now they are yours forever. Do not let anyone else near them.
 DOROTHY: You must be a shoe person. You should meet Lisa.

(There is a loud noise or some sort of eerie music. The Wicked Witch of the West appears on stage.)

WICKED WITCH: Who did it! Who is the evil witch that killed my sister!
 SHERIFF: Not another witch.
 WICKED WITCH: *(Evil laughter.)* Ha, ha ha ha ha ha!

(All the MUNCHKINS run behind DOROTHY and GLINDA.)

GLINDA: Be gone! Your sister is dead. You cannot change it. She is no longer the ruler of these lands and you have no authority here.
 WICKED WITCH: Ohhh, is that sooo. Well it just so happens that I won ownership of these lands last week in a crud business deal! *(Evil laughter.)*
 ALL MUNCHKINS: *(Sad.)* Awwwww.
 WICKED WITCH: You know what I have come for! Where are they!
 GLINDA: They are beyond your reach forever!
 WICKED WITCH: *(Through gritted teeth.)* What. Do. You. Mean!
 GLINDA: The shoes have passed on to Dorothy.
 WICKED WITCH: A Dorothy Witch! I've never heard of a Dorothy Witch!
 DOROTHY: I'm Dorothy, and I'm not a witch!

EDNA: Yes she is. She's a witch.
 EVE: An evil wicked witch.
 ELMER: Very Scary.
 EDNA: With lots of power.

WICKED WITCH: Ha, ha, ha, ha! *(To Dorothy.)* You? A witch. You're no larger than the munchkins!
 ELMER: *(Offended.)* Hey!

GLINDA: Dorothy is very powerful, and you know as well as I that once the shoes are on someone's feet, they can not be taken off until...

OLD MUNCHKIN: She's smooshed!

TOWNS-MUNCHKIN 2: She's squished!

TOWNS-MUNCHKIN 6: She's mooshed!

TOWNS-MUNCHKIN 3: She is not alive.

WICKED WITCH: Very well. You may have the ruby red slippers for now. But I will get them from you! And your little *(Pause.)* stuffed dog too! Ha, ha, ha, ha, ha! *(The WICKED WITCH exits the stage.)*

GLINDA: As I said Dorothy, the journey will be long, there will be many dangers throughout your day. But hold tight to Toto and those ruby red slippers and you shall find your way.

DOROTHY: Thank you!

GLINDA: The Munchkins will never be able to thank you enough!

OLD MUNCHKIN: Good luck to you!

DOROTHY: Thank you all, Goodbye! *(Exiting)*

ALL MUNCHKINS: Goodbye, Dorothy! Bye. Bye, Dorothy!

SAMPLE