



The Magical Land of Oz

Book by Tim Kelly
Music and Lyrics by Bill Francoeur

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THE MAGICAL LAND OF OZ

A Musical Based on the Story By L. Frank Baum

Book By TIM KELLY
Music and Lyrics By BILL FRANCOEUR

CAST OF CHARACTERS (In Order of Appearance)

	<i># of lines</i>
DOROTHYa charming girl, lost in Oz	200
TOTOher dog	3
BOQcitizen of Munchkin Country	6
LOQanother	5
TOQanother	4
GLINDA THE GOODthe kind Witch of the North	31
WICKED WITCHDorothy's enemy	50
SCARECROWstuffed with straw	92
TIN WOODSMANa man of metal	79
COWARDLY LIONa big cat without courage	92
POPPY ONEflower in the dark forest	n/a
POPPY TWOanother	n/a
FIGHTING TREE ONEprotector of the dark forest	n/a
FIGHTING TREE TWOanother	n/a
GUARDIAN OF THE GATES ONEprotects the great Oz	13
GUARDIAN OF THE GATES TWOanother	8
OZthe wonderful Wizard	49
WINGED MONKEY ONEslave of the Wicked Witch	10
WINGED MONKEY TWOanother	8
AUNT EMDorothy's aunt	4
OPTIONAL CHORUS, EXTRAS	



SEQUENCE OF MUSICAL CUES

MC 1	THE CYCLONE (Prologue)	Optional Dance Ensemble
MC 2	FOLLOW THE ROAD	Munchkins
MC 2a	FOLLOW THE ROAD (Reprise)	Munchkins
MC 3	LULLABY	Poppies
MC 3a	LULLABY (Reprise)	Poppies
MC 4	I GOT THE POWER	Oz & Court Citizens
MC 5	THERE'S A LIGHT IN THE DISTANCE	Dorothy, Tin Woodsman, Lion & Scarecrow
MC 6	THE CASTLE OF NO RETURN	Wicked Witch and Monkeys
MC 7	WICKED WITCH MELTING (Instrumental)	
MC 8	SING, SING, EVERYBODY	Ensemble
MC 9	I'M GOING HOME	Dorothy, Glinda & Ensemble
MC 10	CURTAIN CALL (Instrumental)	
MC 11	EXIT MUSIC (Instrumental)	

SYNOPSIS OF SCENES

SCENE 1: Munchkin Country in the Land of Oz

SCENE 2: The Yellow Brick Road

SCENE 3: In the Forest of the Fighting Trees

SCENE 4: Palace of the Great and Powerful Oz

SCENE 5: Road to the castle of the Wicked Witch

SCENE 6: Inside the castle

SCENE 7: The road again

SCENE 8: Palace of Oz

THE MAGICAL LAND OF OZ

Scene One

As the theatre DARKENS, we hear the SOUND OF WIND, THUNDER, RAIN; whatever gives the effect of terrible weather.

MUSIC CUE 1: "The Cyclone"

During the opening, we hear BACKSTAGE VOICES, perhaps microphoned with echo for special effect. Optional dance ensemble.

MALE VOICE(S): (*Speaks in rhythm.*) The Wizard of Oz.
Oh, yeah!

FEMALE VOICE(S): (*Sings.*) Ah, Ah.
Ah, Ah.

MALE VOICE(S): (*Speaks in rhythm.*) The Wizard of Oz.
Oh, yeah!

FEMALE VOICE(S): (*Sings.*) Ah, Ah.
Ah, Ah.

MALE VOICE(S): (*Speaks in rhythm.*) The Wizard of Oz.
Oh, yeah! (*MUSIC ENDS.*)

AT RISE: When the LIGHTS COME UP, we discover we are in Munchkin Country, which is part of the magical Land of Oz. STAGE LEFT is a large cut-out that represents the front of a small farmhouse. Sticking out from beneath the house are a pair of feet with silver slippers. A witch's broomstick lays next to the slippers. Huddled in front of the house, clinging tightly to one another are DOROTHY and her dog, TOTO. STAGE RIGHT is SCARECROW, sticks in his sleeves holding his arms wide, his head down.

DOROTHY: Oh, Toto, I'm so scared. What is this place? (*She gets to her feet, brushes dirt from her dress. TOTO barks.*) Where's Aunt Em? (*Looks at house.*) That cyclone picked the house right up—and put it down again, but where?

BOQ: (*ENTERS from RIGHT, a small Munchkin gentleman.*) Welcome, most noble witch, to the country of the Munchkins. (*BOQ moves CENTER, doffs his cap, bows as LOQ, TOQ and ADDITIONAL MUNCHKINS ENTER. TOTO growls, barks.*)

DOROTHY: Toto, stay close. (*TOTO MOVES close to DOROTHY, protective.*)

LOQ: We are grateful to you, noble witch...

DOROTHY: I'm not a witch. My name is Dorothy. I come from Kansas.

TOQ: You have killed the Wicked Witch of the East and set us free.
(MUNCHKINS bow.)

MUNCHKINS: We thank you, noble Dorothy.

DOROTHY: (*Bewildered.*) I haven't killed anyone.

LOQ: (*Points to silver slippers.*) Your house did. Those are her feet with the silver slippers. (MUNCHKINS laugh. TOTO runs to investigate the slippers.)

DOROTHY: (*Looks at slippers.*) Oh, dear! Oh, dear! The house must have fallen on her.

GLINDA: (*Sweeps in RIGHT, carrying a wand.*) What a glorious day for Munchkin Country!

TOQ: (*Elated.*) Dorothy has killed the Wicked Witch of the East!
(MUNCHKINS cheer.)

DOROTHY: I didn't mean to hurt her.

GLINDA: (*Stands in front of SCARECROW.*) You have set the Munchkins free. The Wicked Witch held them in bondage for many years, making them slave for her day and night.

DOROTHY: (*Nervously.*) Where am I?

GLINDA: Munchkin Country... in the magical Land of Oz.

DOROTHY: Oz? Is that anywhere near Kansas City?

GLINDA: I'm afraid I don't know where that is.

DOROTHY: Who are you?

GLINDA: (*Moves CENTER, MUNCHKINS making room.*) I am called Glinda the Good, Witch of the North.

DOROTHY: I never heard of a good witch. I thought all witches were wicked.

GLINDA: (*Laughs warmly.*) Only two.

BOQ: The Wicked Witch of the West.

LOQ: And the Wicked Witch of the East.

GLINDA: (*Points to slippers.*) Whom you have destroyed.

BOQ: Tell us, noble Dorothy, how did you come to this place?

DOROTHY: There was a cyclone in Kansas, and before I knew what was happening, it picked up the house and carried it off into the sky.
(To GLINDA.) If the cyclone took us here, there must be a way to get back home.

GLINDA: I wish I knew how to help you.

BOQ: Perhaps Oz will help her.

TOQ: Let Dorothy go to the Emerald City.

GLINDA: Yes... maybe our great Wizard can show you the way.

DOROTHY: Where's the city? Who's Oz?

GLINDA: It is exactly in the center of things and is ruled by Oz, the great wizard I spoke of.

DOROTHY: How do I get there?

GLINDA: You must walk. It's a long journey, sometimes dark and terrible. However, I will use all my magic arts to keep you from harm.

DOROTHY: Won't you go with me?

GLINDA: I cannot do that, but I will give you my blessing, and no one will dare injure a person who has been blessed by Glinda the Good.
(She circles her wand in front of DOROTHY.)

BOQ: The road to the Emerald City is paved with yellow brick.

LOQ: You can't miss it.

GLINDA: When you get to Oz, do not be afraid of him, but tell your story of the cyclone and ask his help. (Suddenly, SOUND OF THUNDER. LIGHTING DARKENS.)

WICKED WITCH'S VOICE: (From OFF RIGHT.) Where is this Dorothy?! Where is this girl who killed the Wicked Witch of the East?!
(LIGHTING BACK TO NORMAL as the scary WICKED WITCH OF THE WEST hurries IN, RIGHT.)

MUNCHKINS: It's the Wicked Witch of the West! (They scream, run OUT LEFT. TOTO runs back to DOROTHY. They hug each other for protection. TOTO barks in alarm.)

WICKED WITCH: (Menacingly.) I want those silver slippers! Give me the silver slippers that belonged to the Wicked Witch of the East!

GLINDA: You have no power here.

WICKED WITCH: (*Moves to slippers.*) I want those slippers! (*Stoops to get them. She yelps.*) Aaaaah! They burn! The silver slippers burn!

GLINDA: I told you, you have no power here. Dorothy's shoes are thin and worn. She will need those silver slippers for her journey to Oz.

WICKED WITCH: No! They're mine!

GLINDA: (*Gestures with her arm.*) Beware! (*WICKED WITCH slinks RIGHT. GLINDA gets the slippers.*) Put these on, Dorothy. And never take them off.

DOROTHY: No, no. I'm afraid.

GLINDA: Do as I say. (*DOROTHY takes off her own shoes, puts on the slippers.*)

WICKED WITCH: I can't touch you here in Munchkin Country, sweet little Dorothy, but you won't escape me forever. I'll make you pay for what you did to the Wicked Witch of the East.

DOROTHY: (*Frightened.*) It was an accident.

WICKED WITCH: Just you wait! (*Laughing wickedly, she EXITS RIGHT.*)

DOROTHY: (*Scared.*) Oh, dear! Oh, dear!

GLINDA: Pay her no mind. (*Yells out to hiding MUNCHKINS.*) She is gone, my friends. (*MUNCHKINS ENTER. GLINDA and MUNCHKINS move DOWNSTAGE of house.*) Remember, follow the Yellow Brick Road.

LOQ: That's all you have to do. Just follow the Yellow Brick Road.

TOQ: Yes, really. It's that simple. Just stick to that saffron pavement to the Emerald City! (*MUSIC CUE 2: "Follow the Road."*)

DOROTHY: (*Waves good-bye. Speaks.*) Good-bye... and thank you. (*GLINDA EXITS LEFT.*)

MUNCHKINS: (*Sing.*) Lift your feet,
Follow the road.
Pound that beat,
Follow the road.
Step on down,
Follow the road.
Stomp that ground,
Follow the road.
You better listen up an' do it my way,
I say, stay on the yellow brick highway.
You may have another chance today...

BOQ: *(Sings.)*... if you stay on the road!

MUNCHKIN ONE: *(Speaks in rhythm.)*

You say you're lookin' for the man they call the Wizard of Oz,

He's the one, all right, that'll listen to your cause.

MUNCHKIN TWO: *(Speaks in rhythm.)*

He's been livin' in a place they call the Emerald City,

He's also the chairman of the social committee.

MUNCHKIN THREE: *(Speaks in rhythm.)*

He's a powerful guy so the people do say,

But if you're gonna get there, you better be on your way.

(The following lines of MUNCHKIN ONE, TWO and THREE are spoken in rhythm.)

MUNCHKIN ONE:

You see, the yellow brick
road gonna take you there,
But there's an ever-present
danger lurkin' everywhere!

ALL OTHER MUNCHKINS: *(A chant.)*

Stay on the ro-ho-road!

Follow the road!

MUNCHKIN TWO:

You see,
the Witch of the West
is gonna be in your face,
When she finds her sister
all over the place.

ALL OTHER MUNCHKINS: *(A chant.)*

Stay on the ro-ho-road!

Follow the road!

MUNCHKIN THREE:

So if you want my advice
you better stay on track,
Don't hesitate for nothin'
an' don't look back!

ALL OTHER MUNCHKINS: *(A chant.)*

Stay on the ro-ho-road!

Follow the road!

MUNCHKINS: *(Sing.)*

Yes, ease your mind,

Follow the road.

Leave your fears behind,

Follow the road.

Walk that walk,

Follow the road.

Talk that talk,

Follow the road.

You better listen up an' do it my way, I say,

Stay on the yellow brick highway.
You may find you're gonna lighten your load...
If you stay on the road!
Stay on the ro-ho-road,
Follow the road.
Stay on the ro-ho-road,
Follow the road.
Stay on the ro-ho-road,
Follow the road.
Stay on the ro-ho-road,
Follow the road!
(*At end of song, MUNCHKINS EXIT RIGHT.*)

DOROTHY: (*Looks down at her new shoes.*) My, they certainly are unusual shoes.

SCARECROW: (*Holds up his head.*) They certainly are.

DOROTHY: (*She and TOTO look around.*) Who said that?

SCARECROW: I did.

DOROTHY: (*Still looking around.*) Where are you?

SCARECROW: Over here.

DOROTHY: (*TOTO runs barking to the SCARECROW, DOROTHY crosses.*)
Did you speak?

SCARECROW: Certainly. How do you do?

DOROTHY: Pretty well, thank you. How do you do?

SCARECROW: I'm not feeling well. My arms hurt.

DOROTHY: Why don't you put them down?

SCARECROW: I can't. There are sticks in my sleeves. If you will take them away I shall be obliged.

DOROTHY: No trouble at all. (*She pulls a stick from one arm, then a stick from the other.*) How's that?

SCARECROW: (*Flaps his arms, dances about the stage.*) I feel like a new scarecrow! (*Sadly.*) Except for one thing, I ain't got a brain in my head.

DOROTHY: I don't believe I ever met a talking scarecrow before.

SCARECROW: The magical Land of Oz is like that, I think.

DOROTHY: You think? Don't you know?

SCARECROW: I don't know much of anything. *(He stops flapping about.)*
I'm stuffed with straw, so I have no brains.

DOROTHY: *(Thinking.)* Gosh! It's hard to imagine not having any brains.

SCARECROW: At least you know how to imagine. When you don't have
a brain, like me, you're limited as to what you can do.

DOROTHY: Oh, I'm so sorry.

SCARECROW: I heard you were going to find Oz. If I go to the Emerald
City with you, do you think the Great Wizard would give me some
brains?

DOROTHY: I don't know, but you may come with me, if you like.

SCARECROW: *(Delighted.)* Oh, thank you, Dorothy. You are very kind.
You see, I don't mind my legs and arms and body being stuffed,
because I can't get hurt. If anyone steps on my toes or sticks a pin
in me, it doesn't matter, for I can't feel it.

DOROTHY: I never thought of that.

SCARECROW: But if my head stays stuffed with straw, people will call
me a fool.

DOROTHY: I'll ask the Wizard to do all he can for you. *(TOTO growls at
the SCARECROW.)*

SCARECROW: He doesn't like me.

DOROTHY: He's just not used to you, that's all. You mustn't mind Toto.
He never bites.

SCARECROW: Oh, I'm not afraid. He can't hurt straw. There's only one
thing in the world I'm afraid of. And that's a lighted match. *(Barking,
TOTO EXITS LEFT.)*

DOROTHY: *(Calls after him.)* Don't run far. *(Thinks.)* Now which way is
the road to Oz, I wonder?

SCARECROW: Oh, I know.

DOROTHY: Well, which way is Oz?

SCARECROW: This way. *(One arm points RIGHT, the other LEFT.)* Or,
maybe this way. *(He turns sideways with one arm pointing UPSTAGE,
one arm pointing DOWNSTAGE.)*

DOROTHY: Oh, dear, oh, dear. You're not going to be much help.

SCARECROW: (*Laughs.*) I told you. I have no brains. (*Barking from TOTO OFF LEFT.*)

DOROTHY: Toto will find the Yellow Brick Road.

SCARECROW: I hope that Wicked Witch of the West doesn't find us first.

DOROTHY: Come along.

SCARECROW: (*Moves RIGHT, but his legs are like rubber and his movements uncoordinated and clumsy.*) Oh, oh, I feel like I'm coming apart at the seams.

DOROTHY: It takes time to learn how to walk. You'll get the knack of it. Take my arm. I'll help you.

SCARECROW: Oh, thank you, Dorothy. You're really a very nice person. (*He takes her arm and, still wobbly, EXITS LEFT with DOROTHY, half walking, half falling down. MUNCHKINS ENTER from RIGHT to sing and wave them on their way. MUSIC CUE 2a: "Follow The Road—Reprise."*)

MUNCHKINS: (*Sing.*)

Lift your feet,

Follow the road.

Pound that beat,

Follow the road!

Step on down,

Follow the road.

Stomp that ground,

Follow the road.

You better listen up an' do it my way,

I say, stay on the yellow brick highway.

You may find you're gonna lighten your load...

If you stay on the road!

Stay on the ro-ho-road,

Follow the road.

Stay on the ro-ho-road,

Follow the road.

Stay on the ro-ho-road,

Follow the road.

Stay on the ro-ho-road,

Follow the road!

(*At end of song. Speak, waving them on their way. Ad lib.*) Good-bye! Good Luck! Follow the Yellow Brick Road. (*LIGHTS FADE. CURTAIN.*)

Scene Two

SETTING: The Yellow Brick Road. This setting and subsequent “road” scenes are played in front of a traveller curtain, or if one is not feasible, in front of the regular stage curtain with characters using the entrances DOWN RIGHT and DOWN LEFT. [NOTE: For various tips and suggestions on general staging, be sure to consult PRODUCTION NOTES at back of playbook.] DOWN RIGHT a performer costumed to represent a TREE is positioned, and behind the TREE stands a TIN WOODSMAN with his axe held high. When the LIGHTS FADE UP, we hear the barking of TOTO from OFF DOWN LEFT.

DOROTHY’S VOICE: *(From OFF LEFT.)* Not so fast, Toto. We’re having trouble keeping up. *(More barking and TOTO runs ON from DOWN LEFT, followed by DOROTHY and SCARECROW, who has obviously learned how to walk better, although he still has a tendency to “wobble” from time to time.)*

SCARECROW: I hope we’ll find the Wizard at home.

DOROTHY: We have to find the Emerald City first.

SCARECROW: *(Looks at the ground.)* We shouldn’t have any trouble if we follow the yellow bricks here on the ground.

DOROTHY: That’s good thinking.

SCARECROW: Is it? I never know.

TIN WOODSMAN: *(Low groan.)* O-o-o-o-o-o-o-o-o-o...

DOROTHY: *(Timidly.)* What was that?

SCARECROW: I didn’t hear anything.

DOROTHY: I’m sure I heard something.

SCARECROW: Some wind in the trees, maybe.

TIN WOODSMAN: *(Low.)* O-o-o-o-o-o-o-o-o-o...

DOROTHY: There it is again. *(TOTO barks, runs over to the TREE. He discovers the TIN WOODSMAN, barks again.)* Oh, dear, oh dear. I’ve never seen anything quite like this.

SCARECROW: What is it?

DOROTHY: It’s a man... and he’s all made of tin.

TIN WOODSMAN: I’ve been groaning for more than a year, and no one has ever heard me before or come to help me.

DOROTHY: That's terrible. What can I do?

TIN WOODSMAN: There's an oil can at the foot of the tree. I'm rusted so badly that I can't move my joints to get it.

DOROTHY: You poor thing. *(Stoops and picks up the oil can.)*

TIN WOODSMAN: Please hurry.

DOROTHY: It would help if you moved out where the light is better.

TIN WOODSMAN: I can hardly move.

DOROTHY: Scarecrow will help.

SCARECROW: Of course, of course. *(He moves to TIN WOODSMAN, his legs and arms going a bit rubbery.)*

DOROTHY: You'll be feeling better in no time. *(She and SCARECROW, one on each side, guide the TIN WOODSMAN to CENTER. TOTO stays by TREE. TIN WOODSMAN MOVES stiffly, as if in great pain, moaning.)*

TIN WOODSMAN: O-o-o-o-o-o-o-o...

DOROTHY: What's first?

TIN WOODSMAN: *(Speaks through clenched jaws.)* Oil my mouth. *(DOROTHY oils the TIN WOODSMAN, beginning with his mouth. SCARECROW helps by aiding the TIN WOODSMAN in lowering his axe, moving his arms, legs, etc.)* Ohhhh, what a relief. Oil my arm. Oh, I've been holding that axe in the air ever since I rusted. *(As DOROTHY continues to oil the TIN WOODSMAN'S various joints. He becomes more and more animated.)* Oh, thank you, thank you. I might have stood there forever. You've saved my life. How do you happen to be here?

SCARECROW: We're on our way to the Emerald City.

DOROTHY: To see the Wizard.

TIN WOODSMAN: Why do you want to see Oz?

DOROTHY: I want him to send me back to Kansas, and the Scarecrow wants him to put a brain in his head.

SCARECROW: Brains could be very useful. I think. *(Laughs foolishly.)*

TIN WOODSMAN: Hmmmm. I'd like to feel something besides stiffness in my joints. Do you suppose the Wizard could give me a heart?

DOROTHY: Why, I guess so. It wouldn't hurt to ask.

TIN WOODSMAN: True. So, if you will allow me to join your party, I will go to the Emerald City and ask Oz to help me. I've never had a heart, you know.

SCARECROW: I didn't know... but then, I don't know much about anything.
(TOTO runs OUT DOWN RIGHT, barks. SCARECROW crosses to tree.)

TIN WOODSMAN: (Takes oil can.) I'd better take this along. If I should get caught in the rain, and rust again, I would need the oil can.

SCARECROW: I'll ask for brains instead of a heart because a fool wouldn't know what to do with a heart if he had one.

TIN WOODSMAN: I'll take a heart because brains don't make one happy.

DOROTHY: I wish I knew which one of you was right. Let's leave it up to the Wizard.

SCARECROW: That's a good idea, Dorothy.

DOROTHY: (Moves DOWN RIGHT.) To the Emerald City. (She EXITS, followed by SCARECROW and TIN WOODSMAN. TOTO barks in the distance. Suddenly, the LIGHTS DARKEN, and we hear the terrible laughter of the WICKED WITCH. She slinks IN from DOWN LEFT, looks after the departing trio, speaks to audience.)

WICKED WITCH: How about a little fire, Scarecrow? (Laughs cruelly.) How about a nice thunderstorm, Tin Woodsman? (Laughs again.) That little dog would make a nice fur muff for my hands on a cold day. (Cackles.) And I'll plan something extra special for that... Dorothy. (OFFSTAGE RIGHT we hear DOROTHY, SCARECROW and TIN WOODSMAN singing "Follow the Road" a cappella. WICKED WITCH listens.) That's right. Enjoy yourselves. You won't be able to do that much longer. I've rearranged the yellow bricks in the road and they're leading you right into the Forest of the Fighting Trees! (She laughs even more wickedly than before and swoops across the stage, skirts billowing. SOUND OF THUNDER; LIGHTS FLICKER. WICKED WITCH laughs one more time into audience, EXITS DOWN RIGHT. LIGHTS FADE. CURTAIN.)

Scene Three

SETTING: The Forest of the Fighting Trees. When LIGHTS COME UP, we discover FIGHTING TREES ONE and TWO standing CENTER. From OFF RIGHT we hear DOROTHY, SCARECROW and TIN WOODSMAN happily singing "Follow the Road" a capella. They ENTER, TOTO with them. A terrible roar, like that of a jungle lion, is heard from OFF LEFT. The travelers cling to one another in fear.

SCARECROW: What was that?!

TIN WOODSMAN: I don't know, but I don't like the sound of it.

DOROTHY: Maybe it was our imaginations. *(Another roar.)*

TIN WOODSMAN: I don't think so.

SCARECROW: It sounds like a fierce lion!

TIN WOODSMAN: *(Looks LEFT and RIGHT.)* But where is it?

SCARECROW: *(Points RIGHT.)* There. *(Others look RIGHT as COWARDLY LION leaps IN from LEFT, growling, waving his paws threateningly.)*

TIN WOODSMAN: Oh, oh, oh! HELP! *(He runs OFFSTAGE RIGHT.)*

SCARECROW: *(Goes wobbly.)* I think I'm going to faint. *(LION gives another roar, slaps his paw at SCARECROW who does, indeed, faint.)*

DOROTHY: *(Dismayed.)* Oh, stop that! Stop that, you wicked lion! *(TOTO springs to the defense when LION rears at DOROTHY and goes to swipe her with his paw. LION turns on TOTO, rears up. TOTO, overcome with fear, whimpers.)* Don't you dare bite Toto! *(With that, she slaps the LION on his nose.)* You ought to be ashamed of yourself, a big beast like you, trying to bite a poor dog.

LION: *(Dissolves into tears.)* I didn't bite him.

DOROTHY: No, but you tried to.

LION: You didn't have to hit me. You hurt my little nose.

DOROTHY: Why are you making such a big fuss?

LION: *(Still sobbing.)* You hit me on my little nose. It stings.

DOROTHY: You're nothing but a big coward.

LION: *(Wipes away a tear with his tail.)* I know. But how can I help it?

DOROTHY: *(Helps SCARECROW to his shaky feet.)* To think of your striking a stuffed man like the poor Scarecrow!

SCARECROW: Oh, thank you, Dorothy. He did give me quite a fright.

DOROTHY: Toto, go and get the Tin Woodsman. *(Barking, TOTO EXITS RIGHT.)*

SCARECROW: What makes you a coward?

LION: I suppose I was born that way. All the other animals in the forest expect me to be brave because the lion is supposed to be the King of Beasts. As long as I keep roaring, no one seems to notice I really don't have any courage.

SCARECROW: Do you have brains?

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

DOROTHY: We're going to see the Wizard of Oz and ask his help. Perhaps he could help you.

LION: *(Wipes a tear with the back of his paw.)* How?

SCARECROW: I'm going to ask for some brains. I don't have any. My head is stuffed with straw.

DOROTHY: And I'm going to ask him to send Toto and me back to Kansas.

TIN WOODSMAN: *(ENTERS RIGHT, overhearing the last remarks. He doesn't have the oil can.)* And I'm going to ask him to give me a heart. I'm heartless, you know.

LION: Do you think Oz could give me courage?

DOROTHY: I don't see why not.

LION: Wow.

DOROTHY: Come on, we've got a long way to go.

SCARECROW: Let's skip. *(With DOROTHY between them, SCARECROW and TIN WOODSMAN skip OFF LEFT. LION follows, imitating them. TOTO ENTERS RIGHT, follows after them, barking. LIGHTS FADE down somewhat, and if possible, some SUNNY YELLOW COLORS flood the stage. FIGHTING TREES ONE and TWO MOVE RIGHT, turn their backs and alter the position of their limbs to suggest another locale in the forest. POPPY ONE and POPPY TWO [For costuming suggestions, consult PRODUCTION NOTES.] ENTER RIGHT and take places UPSTAGE. WICKED WITCH also ENTERS RIGHT and stands DOWNSTAGE of POPPIES with back to AUDIENCE, as if she is directing them. MUSIC CUE 3: "Lullaby." Entire song is sung with the syllable "La." [See Piano/Conductor Score.] WICKED WITCH continues directing song. At end of song, DOROTHY and OTHERS ENTER LEFT. WICKED WITCH conceals herself behind a tree.)*

DOROTHY: *(Moves CENTER.)* We must have walked for miles and miles. *(WICKED WITCH backs OFF RIGHT unseen, motioning her hands again like an orchestra director to the POPPIES.*

MUSIC CUE 3a: "Lullaby—Reprise." Again, POPPIES softly sing the lullaby, while dialogue continues over the music.)

LION: This can be a dangerous forest when it wants to be. I wouldn't want to be here at night.

DOROTHY: Listen. *(They do.)*

TIN WOODSMAN: What is it?

SCARECROW: It's pretty... whatever it is.

DOROTHY: It's a lullaby.

LION: *(Stretches his arms, yawns.)* Makes me sleepy.

TIN WOODSMAN: No, no. You mustn't sleep in the forest.

LION: Why not?

TIN WOODSMAN: If you fall asleep in this forest you may never wake up. That's what I've heard.

LION: Don't be silly. A little nap never hurt anyone. *(He gets down, naps, using his paws for a pillow. TOTO rolls over on his back, legs up in the air, naps.)*

TIN WOODSMAN: *(Alarmed.)* I wouldn't do that if I were you.

DOROTHY: *(Sees POPPIES.)* Look at those flowers. Aren't they lovely?

TIN WOODSMAN: *(Yawns.)* Lovely. If I had a heart, I could really appreciate them.

DOROTHY: They're so bright... and they sing so sweetly.

SCARECROW: *(Yawns.)* Beddie-by. *(Gets down on ground and is soon snoring.)*

DOROTHY: If I get back to Kansas I'll plant some of these flowers. Auntie Em would love them. *(Yawns, stretches her arms.)*

TIN WOODSMAN: *(Yawns.)* Well, maybe just a short snooze. *(He, too, lies on ground, sleeps.)* Good night, Dorothy.

DOROTHY: *(Gets down to nap.)* Good night... good night... *(They are all asleep. The lullaby of the POPPIES continues. We hear laughter of the WICKED WITCH from OFFSTAGE. She ENTERS RIGHT.)*

WICKED WITCH: That's right, my dears... sleep... sleep. Listen to the soft lullaby of the deadly yellow flowers. Because when you do... you'll never get up again! *(Laughs madly. MUSIC FADES.)* Now to get the silver slippers. *(MOVES to DOROTHY as GLINDA ENTERS LEFT.)*

GLINDA: Wait!

WICKED WITCH: Curses!

GLINDA: Until they are in the Emerald City they are under my protection.

WICKED WITCH: (*Angry.*) All right, Glinda, have it your way. I can wait. I know the rules of Oz, but when they cross into my domain, you'll be powerless to help them.

GLINDA: You're more wicked than the witch Dorothy destroyed.

WICKED WITCH: (*Hisses.*) I haven't forgotten about that. Dorothy! How I hate that child!

GLINDA: (*Gestures with wand.*) Begone before I change you into a field mouse. (*WICKED WITCH makes a horrible face, hisses, backs OFFSTAGE, RIGHT, followed by POPPIES. She looks at sleeping travellers. Loud snore from SCARECROW, one from TIN WOODSMAN, another from LION. Then, TOTO makes funny little noises as if he were dreaming.*) Wake up, Dorothy... (*As she calls each name, she gestures with her wand and the characters awake, yawning, stretching, rubbing sleep from their eyes.*) Get up, Tin Woodsman... Wake up, Cowardly Lion... Wake up, Toto... Wake up, Scarecrow. (*She backs OFFSTAGE LEFT.*)

DOROTHY: (*Looks LEFT and RIGHT.*) Goodness.

SCARECROW: What's wrong now?

DOROTHY: The lovely flowers. They're not here anymore. (*ALL look about.*)

TIN WOODSMAN: What do you make of that?

DOROTHY: This is certainly the strangest forest I've ever been in.

LION: Let's get out of here. I'm scared.

DOROTHY: There's nothing to be scared of. (*SOUND OF THUNDER, LIGHTING DARKENS.*)

LION: (*Jumps into SCARECROW'S arms.*) Oh, yeah?

SCARECROW: Get down, get down. (*LION gets down, knees knocking, teeth chattering. OFFSTAGE laugh of WICKED WITCH. Unnoticed, FIGHTING TREE ONE MOVES a few steps RIGHT.*)

TIN WOODSMAN: Who was that laughing?

DOROTHY: (*Looks around, worried.*) I don't know, but it's gotten awfully dark. (*Sound of lullaby from OFF LEFT.*)

PROPERTIES

ONSTAGE:

Large cutout to represent the front of a small farmhouse Silver
slippers on a pair of dummy feet
Witch's broomstick
Sticks in Scarecrow's arms
Oil can
Standing screen, green-colored or painted, high enough for an
actor to stand behind
Fireplace (optional)
Table and stool

BROUGHT ON:

Wand (GLINDA)
Axe (TIN WOODSMAN)
Rifle, green-colored glasses, whistle (GUARDIANS)
Large, ugly face painted on cardboard, held up by a stick (OZ)
Telescope (WICKED WITCH)
Watering can (MONKEY)
Apron, broom (LION)
Spears (MONKEYS)
Water pail (DOROTHY)
Witch's dress (TOTO)
Oil can (DOROTHY)
Sack of straw (LION)
Scroll, cloth heart, pin or tape, small bottle (OZ)

PRODUCTION NOTES

The production is designed for extremely simple staging, but don't be afraid to "dress it up" in terms of scenery and lighting if the resources are available. The more color in sets and costuming, the better.

SOUND EFFECTS

Wind, Thunder, Rain, Bell (optional).

COSTUMES

Most of the costuming is pretty obvious and described in the text. Mentioned here are only those costumes that are less well-known. The POPPIES need only be large yellow headpieces that surround the faces. The FIGHTING TREES are dressed in dark brown or black and they hold



real branches in their hands. WINGED MONKEYS, in addition to their wings and tails, might wear little “pillbox” hats... like the monkeys that accompany organ grinders. WICKED WITCH should be stereotypical, with a greenish face, a pointy black hat and a long nose.

CASTING

Casting is extremely flexible, and many roles can be played by either male or female. For a SMALLER CAST, much doubling can be done with Munchkins, Fighting Trees, Poppies, Guardians, Winged Monkeys and citizens of Emerald City. Also, roles can be combined to make just one Fighting Tree, one Guardian, etc. For a LARGER CAST, add any number of Munchkins, Fighting Trees, Poppies, Winged Monkeys, citizens, etc.

To increase the size of Aunt Em’s role and to introduce the character to the audience much earlier, the original production had Aunt Em greeting the children as they entered the theatre. “Have you seen my niece, Dorothy?” “I’m so worried about Dorothy. Do you know where she is?” etc. Aunt Em can also be a part of the cyclone opening scene, shouting for Dorothy to get in the storm cellar.

It helps if Munchkins and Winged Monkeys are as small as possible, and the monkeys should create an odd monkey-like walk. Also, Munchkins must be dressed differently than the citizens of the Emerald City (who, of course, wear green), so as not to confuse your young audience members.

The role of Toto is tough since the young performer has no dialogue, but is nearly always on stage. Toto walks upright most of the time but holds his hands as if they were paws.

It creates a good effect if Oz speaks through a bullhorn or through a microphone projecting through speakers when he’s behind the screen. If this is not possible, then be certain the actor speaks as loudly and as forcefully as possible.

MISCELLANEOUS TIPS

The original production was very creatively staged in a small playing area. The aisles of the theatre were used continuously for entrances and exits, as well as during the opening cyclone dance number (done with rain ponchos and umbrellas). Munchkins, carrying yellow “bricks” over their heads, led Dorothy and her travelling companions through the entire theatre as they led her down the Yellow Brick Road.

Though the original production did not have special lighting available,

there were still many impressive effects. A strobe worked very effectively, both for the cyclone scene and for the fight scenes with the Fighting Trees and the Winged Monkeys. It added a nice touch to the song "There's a Light in the Distance" when Dorothy shone her flashlight (given to her by a Munchkin when she started on her journey) into the back of the darkened theatre. Instead of using a large head for Oz, backlighting was used to create an imposing shadow of Oz on the screen.

Creative costuming added to the success of the original production. Adult audience members appreciated Dorothy's Kansas sweatshirt. The poppies were yellow from head to toe with the help of yellow rain ponchos (first worn during the opening cyclone dance number) along with their headpieces. Duct tape over a grey suit was an easy solution to the body of the tin woodsman's costume. His heart from the wizard was a heart shaped candy box on a string necklace, so that he could actually open it up to see that it said "kind" inside.

Remember...the secret of a truly great production of this classic is...
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