

2025 Lighting Cue Script

JOURNEY TO OZ

an experiential play

by

Christopher T. Parks

The stories of the magical land of Oz and the adventures of young Dorothy, the inspirational material for this play, was written by L. Frank Baum and Illustrated by W.W. Denslow.

Experiential Theater Company
18 Steeplechase Court
Somerset, New Jersey 08873
United States of America

JOURNEY TO OZ was commissioned by Florida Repertory Theatre, Fort Myers Florida; Robert Cacioppo, Producing Artistic Director; John Martin, Managing Director.

This play was first produced as a staged reading as part of Florida Repertory Theatre's Inaugural PlayLab Festival in May, 2014.

The original production premiered at Florida Repertory Theatre in October 2014, and was directed by Jason Parrish.

This production was first produced at Children's Theatre of Charlotte in March, 2016. It was directed by Christopher Parks and featured Tiffany Renee Bear, Chaz Pofhal, Nicia Carla, Tommy Foster, and Dan Brunson. The scenery was designed by Tom Burch, Lighting by Todd Loyd, and Costumes by Jennifer Matthews. Artistic Director; Adam Burke.

Lighting Instructions:

This touring production is designed to be run entirely on submasters. There are 20 Submaster looks for the show. Sometimes more than one submaster is used at the same time, but for the most part there is only one in use at any given time.

GLOSSARY

SUB: Submaster

Crossfade: In each instance a crossfade is called for, all lights in the previous cue is extinguished and the SUB called for in the crossfade is the only SUB brought up.

Add: When an “add” is called for, the SUB listed is brought up without affecting the other SUB(s) that are already up.

Cut: When a “cut” is called for, the SUB listed is brought out without affecting the other SUB(s) that are already up.

Reduce: When a SUB is called to be reduced, the SUB which is already up will be listed in the cue, as well as the percentage it needs to be brought down to. The assumption is a scale of 0%-100%.

Increase: When a SUB is called to be increased, the SUB which is already up will be listed in the cue, as well as the percentage it needs to be brought down to. The assumption is a scale of 0%-100%.

Flash: When a SUB or SUBS are called to be flashed in *Journey to Oz*, They are being used to represent lightning flashes or electric surges. As such, the “flash” buttons, or “bump” buttons beneath the SUB sliders listed should be hit randomly to create a flash effect on stage.

Pulse: When a pulse is called for, the SUB(s) listed should be slowly increased and decreased continuously until the pulse is called to end.

Lighting Cue Script

SUB = Light submasters (See "JTOz Submasters List")

[PRESHOW-Before the
audience enters.] ➡

SUB 20 (Preshow Look)
(House Lights)

[Show Start.] ➡ Reduce (House Lights) to 50% **House to half**

[After a 5 Count.] ➡

Reduce (House Lights) to 0% **House out**

[PLAYER 3 steps on stage.]

PLAYER 5

The Wonderful Wizard of Oz.

FULL COMPANY

OZ. ➡ Crossfade to SUB 11 (Library Look) **Cross to Sub 11**

PLAYER 1

The magic land beyond the desert.

PLAYER 3

Where Dorothy met the Lion, and the Tin Man, and the Scarecrow.

PLAYER 5

And fought the wicked witches of the East and the West!

PLAYER 4

She squashed one and melted the other.

PLAYER 5

And met the beautiful...

PLAYER 1

And powerful!

FULL COMPANY

Good witches...

PLAYER 1

...of the north

PLAYER 5

...and the south.

FULL COMPANY

OZ.

PLAYER 1

The Marvelous Land of OZ.

PLAYER 3

The Road to OZ.

PLAYER 5

The Emerald city of...

AUDIENCE

OZ!

PLAYER 2

The Magic of...

AUDIENCE

OZ!

FULL COMPANY

Journey To OZ.

FULL COMPANY

Journey To...

AUDIENCE

OZ.

FULL COMPANY

Journey To...

AUDIENCE

OZ. ➡

Crossfade to SUB 4 (Individual Front Light)

PLAYER 3

Nebraska Tribune, May, 1901. Headline: Great Writing leads to Great Accolades. Renowned visionaries L. Frank Baum, author and W. W. Denslow, illustrator for the second year in a row have sold more children's books than anyone in the world. ➡

Crossfade to SUB 1 (Individual Front Light)

PLAYER 4

To My Readers, it's no use; no use at all.
The children won't let me stop telling tales
of the Land of Oz. I know lots of other stories,
and I hope to tell them, some time or another;
but just now my loving tyrants won't allow me. They
cry: "Oz—Oz! More about Oz, Mr. Baum!" and what
can I do but obey their commands? ➔ **Reduce SUB 1** (Individual Front Light) to 25%
Add SUB 5 (Individual Front Light)

PLAYER 5

These are our books—mine and the children's. For they have flooded me with thousands of
suggestions in regard to them, and I have honestly tried to adopt as many of these
suggestions as could be fitted. ➔ **Reduce SUB 5** (Individual Front Light) to 25%
Add SUB 2 (Individual Front Light)

PLAYER 1

To have pleased you, to have won your friendship through
my stories, is to my mind as great an achievement as to become
President of the United States. ➔ **Reduce SUB 2** (Individual Front Light) to 25%
Add SUB 4 (Individual Front Light)

PLAYER 3

I am proud to acknowledge that the books are partly yours, my friends,
for your suggestions often guide me in telling the stories, and
I am sure they would not be half so good without your clever
and thoughtful assistance. ➔ **Increase SUB 1** (Individual Front Light) to 100%
Increase SUB 2 (Individual Front Light) to 100%
Increase SUB 5 (Individual Front Light) to 100%
Increase Subs 1,2,5 to 100%

FULL COMPANY

With a most sincere heart, L. Frank Baum.

PLAYER 4

Oz. ➔ **Crossfade to SUB 11** (Library Look)

PLAYER 5

The greatest American folk tale.

PLAYER 1

Children will forever embrace this world.

PLAYER 3

A world they enter into in their imaginations.

PLAYER 4

A world we enter into in our imaginations.

FULL COMPANY

Book 1. Chapter 1. The Cyclone.

[Large OZ book is opened.] ➔

Crossfade to SUB 12 (Kansas)

PLAYER 5

Dorothy...lived in the midst of the great Kansas prairies, with Uncle Henry,...
...who was a farmer,
...and Aunt Em,...
...who was the farmer's wife.
Their house was small.

[DOROTHY, UNCLE HENRY,
and AUNT EM strike a pose.]

Very small.

[DOROTHY, UNCLE HENRY,
and AUNT EM strike a 2nd pose.]

Really, really small.

[DOROTHY, UNCLE HENRY,
and AUNT EM strike a 3rd pose.]

PLAYER 5

When Dorothy stood in the doorway and looked around, she could see nothing but the great gray prairie on every side.

When Aunt Em came there to live she was a young, pretty wife.

The sun and wind had changed her. They had taken the sparkle from her eyes and left them a sober gray; they had taken the red from her cheeks and lips, and they were gray also. She was thin and gaunt, and never smiled now.

[AUNT EM opens imaginary screen door.]

Uncle Henry never laughed. He worked hard from morning till night and did not know what joy was. He was gray also, from his long beard to his rough boots, and he looked stern and solemn, and rarely spoke.

It was Toto that made Dorothy laugh, and saved her from growing as gray as her other surroundings.

Toto was not gray; he was a little black dog, with long silky hair and small black eyes that twinkled merrily on either side of his funny, wee nose. Toto had the most adorable little bark you've ever heard.

Toto played all day long, and Dorothy played with him, and loved him dearly. She would say to him,...

PLAYER 1 as DOROTHY

Oh, Toto, you are the best friend a person could have!

PLAYER 5

"Oh, Toto, you are the best friend a person could have!"

Today, however, they were not playing.

Uncle Henry sat upon the doorstep and looked anxiously at the sky, which was even grayer than usual. Dorothy stood in the door with Toto in her arms, and looked at the sky, too. Aunt Em was washing the dishes.

...and looked at the sky, as well?

[PLAYER 5 turns a page of the Oz book] →

Reduce SUB 12 (Kansas) to 50% **Reduce SUB 12 to 50%**

[After a 2 count] →

Flash Lightning SUBS 6 & 7 & 9, 19)

[After a 4 count] →

[PLAYER 5 manages to close the book] → **Crossfade to SUB 11** (Library)

PLAYER 3

National Scholastic. 1907: The one observation one may make of these delightful stories is that it appears that there is no other way for people to travel to this mystical land of OZ except through some violent and dangerous means. The start of an adventure is an adventure in and of itself.

[Everyone tries to convince PLAYER 5 to open the book. Just as PLAYER 5 is about to open the book...]

PLAYER 4

Wait!

[PLAYER 4 finds a scuba mask and puts it on. Just as PLAYER 5 is about to open the book once more...]

PLAYER 4

Wait! Sorry. I just... Ha, ha! Rope!

[PLAYER 4 goes into the audience] ➔ **Add SUB 8 (Audience Rope Special)**

Hold this! Sorry. I just... need to...

[PLAYER 4 ties himself to a chair. Once satisfied...]

➔ **Cut SUB 8 (Audience Rope Special)**

Contact!

[FULL COMPANY prepares themselves for the tornado.]

FULL COMPANY

Book 1. Chapter 1. The Cyclone. ...continued. ➔

Crossfade to SUB 12 (Kansas) at 60%

FULL COMPANY

Before they knew it, the wind began to blow.

[AUDIENCE makes wind noises]

FULL COMPANY

And thunder began to crack!

[AUDIENCE makes thunder noises] ➔

Flash Lightning
randomSUBS1-7, 19

FULL COMPANY

The wind got louder!

AUDIENCE makes more wind noises

FULL COMPANY

And a storm was upon them! ➔

Flash Lightning random SUBS 1-7, 19

PLAYER 5

And far in the distance they could see it. It was spinning and tearing up everything in its path. It was a giant...

THE AUDIENCE

Tornado

PLAYER 5

It was indeed.

The biggest twister anyone of them had ever seen. ➔

Flash Lightning
randoSUBS1-7, 19

CONTINUOUS FLASH ON ALL
Thunder Sounds

Aunt Em and Uncle Henry had gone down to the storm shelter, BUT Dorothy ran back inside to get Toto from under the bed.

No sooner had she gotten him, when the house started to dislodge from its footings.

It spun once then twice and before she knew it Dorothy and that house started to float up into the air.

PLAYER 1

Turn the page!

PLAYER 3

What?

PLAYERS 1, 4, and 5

I/she said, "Turn the page!"

THE AUDIENCE

Turn the page!

[PLAYER 2 crosses the stage ½
way towards the book]

[PLAYER 2 touches the book
and is blown away]

PLAYER 4

It's up to us!

[PLAYER 4 uses a rope
to climb on stage]

[PLAYER 4 and AUDIENCE
MEMBERS close the book] ➔

Bump Crossfade to SUB 11 (Library)

[Immediately following...]

[PLAYER 3 emerges with a stapler and
uses it to secure the book closed.]

PLAYER 3
Never Again!

[PLAYER 3 moves the book and
podium upstage and out of the way.]

[A piece of paper falls from the
ceiling.]

[PLAYER 3 gets a piece of paper
and starts to read it.]

[SCENE 2: Munchkinland]

PLAYER 3

December 16, 1916. In response to a letter written to him, L. Frank Baum wrote, “If there’s no such place as Oz, then how can I write about it? I can’t get there myself, having never been invited. But, my dear friend, if you keep longing for something better and brighter you are sure to attain it in time. Be brave and courageous and you may discover something as brilliant as Oz.”

PLAYER 1

Book 1, Chapter 2: The Council with The Munchkins. The cyclone had set the house down very gently--for a cyclone that is--in the midst of a country of marvelous beauty. ➔ **Crossfade to SUB 13(Munchkinland)**

PLAYER 1

Dorothy emerged from the house...with Toto tucked under her arm.

PLAYER 4

To Dorothy’s surprise, she was greeted by a legion of miniature people. They looked exactly like real grown up people, only they were smaller.

The Munchkins all began to cheer for Dorothy and applaud her!

[AUDIENCE applauds for Dorothy.]

PLAYER 1

Young Ladies Quarterly, July 1903. A lady learns to curtsy when greeted publicly. She must express her own personal salutation with a succinct, “How do you do?”

AUDIENCE MEMBER as DOROTHY

How do you do?

PLAYER 4

The Mayor of Munchkinland came forward...and bowed to Dorothy. Then read an official decree.

AUDIENCE MEMBER as MAYOR OF MUNCHKINLAND

We want to thank you in this hour,
Because you used your magic power,
You squashed the tyrant from the East
The wicked witch is now deceased,
Oh yes, the evil one is splat.
And so, my dear, I tip my hat.

PLAYER 4

Which he did.

PLAYER 4

We say, "Hooray for..." What is your name great Sorceress?

AUDIENCE MEMBER as DOROTHY

Dorothy.

PLAYER 4

Perfect. We say hooray!

AUDIENCE MEMBERS

Hooray!

PLAYER 4

For Doro-thay!

AUDIENCE MEMBERS

For Doro-thay!

PLAYER 4

Hooray for the sorceress Dorothy!

AUDIENCE MEMBERS

Hooray for the sorceress Dorothy!

PLAYER 4

We place these flowers on your head...because the evil witch is dead!

PLAYER 1

Dorothy listened to this speech with wonder. What could the little man and his friends possibly mean by calling her a sorceress, and saying she had killed the Wicked Witch of the East?

[PLAYER 3 begins
to play the ukulele.]

PLAYER 3

[SUNG]

HOORAH, HOORAY, THE WITCH IS DEAD TODAY
THE MEAN OLD WITCH IS DEAD AND GONE.

HOORAY, HOORAY, THE WITCH IS DEAD TODAY.
EVERY MUNCHKIN SING OUR SONG.

FULL COMPANY

[SUNG]

HOORAH, HOORAY, THE WITCH IS DEAD TODAY
THE MEAN OLD WITCH IS DEAD AND GONE.

HOORAY, HOORAY, THE WITCH IS DEAD TODAY.
EVERY MUNCHKIN SING OUR SONG.

PLAYER 3

Everbody now!

FULL COMPANY and AUDIENCE

[SUNG]

HOORAH, HOORAY, THE WITCH IS DEAD TODAY
THE MEAN OLD WITCH IS DEAD AND GONE.

HOORAY, HOORAY, THE WITCH IS DEAD TODAY.
EVERY MUNCHKIN SING OUR SONG.

PLAYER 1

The Witch of the North entered and all of the Munchkins bowed to her.

Dorothy may have been frightened at the thought of another witch, but she need not be because Glinda was a...

AUDIENCE MEMBERS

Good witch.

PLAYER 1

A very good witch, which put Dorothy at ease to know which witch she was dealing with.

GLINDA

I am the good witch of the north. You have done this land a great service. Where have you come from?

AUDIENCE MEMBER as DOROTHY

Kansas.

GLINDA

We have never heard of Kansas.

Good Mayor, have you ever heard of the kingdom of Kansas?

MUNCHKIN MAYOR

[Response]

GLINDA

Interesting.

PLAYER 4

Just then!

FULL COMPANY

Much to their surprise!

PLAYER 1

An unwelcome visitor came.

PLAYER 4

The Munchkins all Shrieked in terror!

...as their most hateful enemy appeared in a cone of smoke. ➔

Crossfade to SUB 6
(Individual Front Light)

WICKED WITCH

Who did this? ➔ **Crossfade to SUB 13** (Munchkinland)

How did this happen to my sister? Tell me! Who did this?

PLAYER 4

But demand as she would, the Munchkins refused to tell her.

WICKED WITCH

None of you will tell me? Who are you protecting?

PLAYER 5

And because he could not take it any longer, Toto spoke up (small beat) and barked an angry bark at this witch.

[Audience member making sounds for TOTO barks.]

And Dorothy came forward.

WICKED WITCH

Who are you?!

AUDIENCE MEMBER as DOROTHY

Dorothy.

PLAYER 1

Young Ladies Quarterly, July 1903. Continued. When confronted with an unpleasant exchange it is best to change the subject by offering compliments to the disagreeable antagonist.

AUDIENCE MEMBER as DOROTHY

[Response.]

WICKED WITCH

Oh, thank you. [Response] Now you stop that! Tell me the truth: did you have anything to do with my sister's demise?

PLAYER 1

But before she could answer, the witch noticed on Dorothy's feet, what?

[Audience response.]

FULL COMPANY

Ah, yes, the ruby slippers! Those slippers. Red is such a nice color.

PLAYER 1

Although these magic slippers are reported by many to be of a ruby red color, they were in fact silver slippers.

Player 5

You've ruined my childhood.

PLAYER 1

But yes, the magical shoes which belonged to this witch's sister were now on the feet of our little visitor from Kansas.

WICKED WITCH

How dare you? Where did you get those?

AUDIENCE MEMBER as DOROTHY

[Response]

WICKED WITCH

Those were my sister's and now they are mine. Will you give them to me?

AUDIENCE MEMBER as DOROTHY

No.

WICKED WITCH

Very well. I shall have my revenge somehow.

You will find your way in my realm one day and then we shall see how a real witch deals with wicked little ones such as yourself.

PLAYER 4

And at that, the witch faded away. ➡

Crossfade to SUB 6
(Individual Front Light)

[The WICKED WITCH awkwardly.

Once she's gone.] ➡ **Crossfade to SUB 13**(Munchkinland)

PLAYER 1

After that ordeal, Dorothy, being a little girl as she was, cried a bit,...

...for she wanted to be home with her aunt and uncle very much!

PLAYER 5

Like all children who find themselves in a strange place full of strange people, Dorothy only wanted one thing. Do we know what it was?

[Audience response.]

PLAYER 5

To go home. And who was it at home that she probably missed?

[Audience response.]

PLAYER 5

As sad and gray as they were, her aunt and uncle were still her family and they most certainly missed her as much as she them. Dorothy tried to be strong, and so lifted up that chin.

GLINDA

Tell her, good people of Munchkinland. What must she do next if she is ever return home?

GLINDA

And there you are. She must follow the?...

THE AUDIENCE as MUNCHKINS

Yellow Brick Road.

GLINDA

And travel to see whom?...

THE AUDIENCE as MUNCHKINS

The Wizard.

GLINDA

Who lives where?...

THE AUDIENCE as MUNCHKINS

In the Emerald City.

GLINDA

The road to the City of Emeralds is paved with yellow brick...so you cannot miss it. I have many powers, but I cannot help you to get where you want to go. Only the wizard may! But, I can give you this. It is an enchantment in the form of a kiss.

You'll just have to catch it, dear.

[GLINDA blows a kiss.]

There is magic protection in that kiss and so no evil creature may harm you. Now go my dear.

GLINDA (*continued*)

Goodbye. Goodbye, little Munchkins.

[After GLINDA exits] ➔ **Slowly reduce SUB 13 (Munchkinland) to 50%**

[Music ends.] ➔

Increase SUB 13 (Munchkinland) to 100%

[SCENE 3: Scarecrow]

FULL COMPANY

Book 1. Chapter 3: How Dorothy Saved the Scarecrow.

PLAYER 3

She met a scarecrow. Now something you all should know about this scarecrow is that he was not very...What the right word for it?...

[PLAYER 3 makes some motions to appear scary as if he is looking for the word “scary.”]

AUDIENCE MEMBERS

Scary?

PLAYER 3

Scary. That’s right.

He had sort of a goofy way about himself. And when he would be in that field the crows didn’t pay him much heed.

PLAYER 5

In fact, instead of him scaring them...

PLAYER 3

Well he’d sit up there on his perch...And he’d wait.

PLAYER 4

And a few crows would come along.

PLAYER 1

Then a few more would come.

SCARECROW

Now see here! You ought to know that...!

PLAYER 5

Then a few more would come.

PLAYER 4

What do crows sound like?

SCARECROW

And before you knew it, I was surrounded by a whole field of those fiends. I’d try to stand up for myself and yell.

FULL COMPANY

YOU ALL GET OUT OF HERE!

SCARECROW

Hey,... you all... get out of here...!

PLAYER 4

But they would just screech a foul screech!

[Audience does so.]

SCARECROW

And on those days I was just thankful the farmer who made me gave me a hat to hide inside, because who knew what those crows would do to an empty headed fellow like myself.

PLAYER 1

Well after leaving the land of the Munchkins, Dorothy...
... walked right along that Yellow Brick Road and as she passed a cornfield, she heard...

SCARECROW

Nice day for walking.

PLAYER 1

Which made her stop. But when she looked back there was nothing there but a straw-stuffed silly looking scarecrow.

PLAYER 1

Assuming it was just the wind, Dorothy just waved it off,...
...and continued on her way. But no sooner had she taken another step when she heard...

SCARECROW

Must be nice to be
able to walk around like that!

PLAYER 1

At this she froze. She knew it must have been that stuffed man up on that pole. So she slowly turned as he said,...

SCARECROW

Did I scare you?

AUDIENCE MEMBER as DOROTHY

[Response]

SCARECROW

I wouldn't expect that I did. How can I scare you when I couldn't even get off this pole?
What's your name?

AUDIENCE MEMBER as DOROTHY

[Response]

SCARECROW

And what are you doing here all alone, Ms. Dorothy? No one ever comes by here except the farmer and those mean old crows! Where r'ya headed?

AUDIENCE MEMBER as DOROTHY

[Response]

SCARECROW

You're going to the Emerald City to see the Wizard? That does not sound safe. Why do that? See a wizard? Why?

AUDIENCE MEMBER as DOROTHY

[Response]

SCARECROW

Who are you trying to get to at home, that you're trying to get there?

AUDIENCE MEMBER as DOROTHY

[Response]

SCARECROW

Tryin' ta get home to yer family, eh? Well, listen, I hope you don't mind me asking, but you see, my mother was a hay bale and my father was an ear of corn, so I never had much of a family. Can I ask you? What's it like...to have a family?

AUDIENCE MEMBER as DOROTHY

Response

SCARECROW

Golly! Say! I have a great idea for someone who hasn't got the sense to have any ideas at all. Do you think this wizard would help me to get some brains? I sure could use some and I figure I could help you along the way. What'dya say?

AUDIENCE MEMBER as DOROTHY

Response

SCARECROW

I can go with you?

AUDIENCE MEMBER as DOROTHY

Response

SCARECROW

Oh, boy. I'm going to need you to pull me down off this here pole. Can you do that?
Take my hands and give me a good...

[AUDIENCE MEMBER as DOROTHY gives a
tug to SCARECROW'S hand]

[SCARECROW falls off of the perch and
tumbles a bit.]

Wow! Thanks.

[SCARECROW shakes the hand of AUDIENCE
MEMBER as DOROTHY, but when he does,
he pretends she has the strength of ten men.]

[After recovering from being tousled about,
he stands and offers her his arm.]

SCARECROW

Shall we?

[SCARECROW and AUDIENCE MEMBER as
DOROTHY circle the stage and then exit.]

[At End of Scarecrow song] ➡

Crossfade to SUB 14
(Newman's Hardware)

[Immediately after Doors Close.]

[SCENE 4: Tin Woodman]

PLAYER 5

Spring 1903 Circular: Newman's Hardware Store

Page 6. Narrow stemmed tin machine funnel. Forty one cents.

Page 9. Quaker State metal handle oil can. Sixty seven cents.

Page 11. Single bit axe with thirty four inch wooden handle. Two dollars and fifty three cents.

[PLAYER 3 brings PLAYER 5 an axe and takes the circular from him.]

[PLAYER 5 prepares to swing the axe.] ➡

Crossfade to SUB 15 (Forest)

[PLAYER 5, now TIN WOODMAN, freezes as if in mid-swing with the axe.]

TIN WOODMAN

Help. Help. Someone, please help! Help!

Please get the oil-can and oil me. My mouth first, please!

Thank you so much. I am so glad you came along.
I have been calling out for over a year and no one has ever heard me before or come to help me.

How did you get to Oz? Was it an earthquake? A cyclone? A hurricane drizzle?

[Audience member(s) response.]

Well however you got here, I'm glad you did. My neck sure was stiff.

[SCENE 5: The Cowardly Lion]

FULL COMPANY

Two friends join her on her way.
I declare, it's quite a day.
A man made of straw, a man made of tin.
One of them round, the other quite thin.

Follow the Yellow Brick Road.
Follow the Yellow Brick Road.
Follow the Yellow Brick Road.
Follow the Yellow Brick Road.

Follow the Yellow Brick Road. ➔ **Add Sub 3** (Individual Front Light)
Pulse SUBS 1, 2, 4, & 5 (Individual Front Lights)
Or Ballyhoo

PLAYER 1

Ringling Brothers and Barnum
and Bailey Circus.

1919 United States Tour. See
the king of the beasts...TAMED!

The ferocity of a fiend reduced
to the cowardice of a kitten. ➔ **Cut Sub 3** (Individual Front Light)
Stop Pulse SUBS 1, 2, 4, & 5 (Individual Front Lights)
Or Ballyhoo

PLAYER 5

Dorothy...

PLAYER 3

and her two new friends...

PLAYERS 5 & 3

didn't like the look of this part of the road.

SCARECROW and TIN WOODMAN

It was dark and forbidding.

PLAYER 1

An unwelcome place.

[PLAYER 4 appears as the COWARDLY LION.]

COWARDLY LION

When suddenly, the lion surrounded them! He was here! He was there! He was like a cat. A really big cat and the travelers were his ball of yarn. He growled a bit.

[COWARDLY LION growls.]

PLAYER 1

Dorothy and her friends started to shake in fear! Their teeth chattered! And their eyes looked this way and that.

COWARDLY LION

He growled at the Scarecrow,...

PLAYER 1

...who fell to the ground in fear and started to whimper.

COWARDLY LION

He growled at the Tin Man,

PLAYER 1

...whose knees started to knock together.

COWARDLY LION

He growled at the little doggy,

PLAYER 1

...and Toto started to whimper. At this, Dorothy could not hold her tongue. She said, "Don't be rude!"

AUDIENCE MEMBER as DOROTHY

Don't be rude!

PLAYER 1

And then she lectured him about how he should behave when talking to little girls and harmless little puppies.

AUDIENCE MEMBER as DOROTHY

[Response]

PLAYER 1

And Dorothy could not abide his silly behavior, so she rolled her eyes.

COWARDLY LION

I didn't mean any harm. Why di'ya hafta yell at me like that?

AUDIENCE MEMBER as DOROTHY

Reaction

COWARDLY LION

It's true. It's true.

I'm supposed to be the king of the forest and I haven't got a stitch of courage. I suppose that is why I was picking on creatures as small as your little furry friend here. I've got

the gallantry of a gah-nat. The bravery of a brutterfly. The tenacity of a twig. I'm an embarrassment to the entire feline race.

PLAYER 1

September 4, 1904, Illustrator, W.W. Denslow is reported in the Denver Republican, a newspaper, as saying, "In order to get another element of fun, we introduced the Cowardly Lion. Lions are usually conceived to be pretty ferocious. The fun of the thing, as I saw it, was to make him a coward!"

COWARDLY LION

It's all true! That's why I've got to go see the wizard.

PLAYER 3

The wizard.

PLAYER 1

The wizard.

PLAYER 5

The wizard.

AUDIENCE MEMBER as DOROTHY

The wizard.

FULL COMPANY and AUDIENCE MEMBER as DOROTHY

The Wonderful Wizard of Oz. ➔

Slowly Crossfade to SUB 14 (Newman's Hardware)

[SCENE 6: The Emerald City]

PLAYER 1

When asked about the Emerald City and how it should be portrayed, L. Frank Baum summed it up in one sentence, “It must be a remarkable sight indeed to dazzle the painted eyes of a scarecrow!”

FULL COMPANY

Book 1. Chapter Eleven: The Wonderful Emerald City.

PLAYER 4

The Cowardly Lion,...

PLAYER 5

Tin Woodman,...

PLAYER 3

...Scarecrow,...

PLAYER 4

...and Dorothy...

PLAYER 5

... approached the gate.

PLAYER 3

And the guardian of the city said,... ➔ **Add SUB 9** (Gate Guardian Special)

GUARDIAN OF THE GATES

What do you wish in the Emerald City?

AUDIENCE MEMBERS as TIN WOODMAN, COWARDLY LION,
DOROTHY, and SCARECROW

[Response]

GUARDIAN OF THE GATES

It has been many years since anyone asked to see the great wizard. He is powerful and terrible and might be angry and destroy you in an instant. Does that not frighten you?

TIN WOODMAN, COWARDLY LION, DOROTHY, and SCARECROW

Reaction

GUARDIAN OF THE GATES

Very well. It is my duty to present anyone who wishes to venture into such danger. You may enter, but you must first don these special glasses.

(After ALL visitors
put their glasses on.) ➔

On an eight count, slowly Crossfade to SUB 16
(Green Wash)

[After music/light change ends.] ➔ **Add SUB 9**(Gate Guardian Special)

GUARDIAN OF THE GATES

I will now let you in, and while you enter I will deliver your request to the great wizard and see if he will grant you an audience.

Emerald Citizens. We have visitors! ➔ **Cut SUB 9**(Gate Guardian Special)

[The FULL COMPANY and Audience starts to clap in rhythm. The guardian steps onto CS Bench.] ➔ **Add SUB 3** (Individual Front Light)

GUARDIAN OF THE GATES

Welcome to our land.

FULL COMPANY and AUDIENCE

Welcome to our land.

GUARDIAN OF THE GATES

We hope you understand.

FULL COMPANY and AUDIENCE

We hope you understand.

GUARDIAN OF THE GATES

We'll work hard to treat you best!

FULL COMPANY and AUDIENCE

We'll work hard to treat you best!

GUARDIAN OF THE GATES

For you are our honored guests.

FULL COMPANY and AUDIENCE

For you are our honored guests.

GUARDIAN OF THE GATES

Hoot, hoot, hoot!

FULL COMPANY and AUDIENCE

Hoot, hoot, hoot!

GUARDIAN OF THE GATES

Hoorah, hoorah, hoorah!

FULL COMPANY and AUDIENCE

Hoorah, hoorah, hoorah!

GUARDIAN OF THE GATES

Three hoots and hoorahs!

FULL COMPANY and AUDIENCE

Three hoots and hoorahs!

GUARDIAN OF THE GATES

You are welcome here in OZ!

FULL COMPANY and AUDIENCE

You are welcome here in OZ!

[The FULL COMPANY applauds.] ➔

Cut SUB 3 (Individual Front Light)

[GUARDIAN OF THE GATES answers
the phone.] ➔ **Add SUB 6** (Individual Front Light)

[GUARDIAN OF THE GATES hangs up
the phone.]

GUARDIAN OF THE GATES

The wizard has deigned to see you!

[“World’s Fair” music starts.] ➔ **Cut SUB 6** (Individual Front Light)
Add SUB 4 (Individual Front Light)

PLAYER 3

Program for the 1893 Chicago World’s Fair.
Page 7. Visit the Technology Pavilion to witness
the miracle of science. Ottomar Anschütz’s
(pron: Otto-mahr On-sheets) Electrotachyscope,
a.k.a. The Electric Wonder, will amaze you with
the illusion of the motion picture. The brilliant
invention employs a Geissler tube to flash light
through transparencies
to create a moving projection! ➔

Cut SUB 4 (Individual Front Light)

WIZARD PUPPET ★

Who dares...!? ➔ **Add SUB 6** (Individual Front Light)

GUARDIAN OF THE GATES

Oz appeared, and all of the Emerald citizens froze,... ➡ **Add SUB 18** (Wizard Puppet)

[The audience and FULL COMPANY freeze.]

...for they had never seen him or anything so terrible in all of their lives.

[The audience and FULL COMPANY freeze.]

WIZARD PUPPET ★

Who dares to disturb the great and powerful OZ!?

[The Audience Member as DOROTHY responds.]

WIZARD PUPPET ★

Dorothy, eh? You are a powerful sorceress no doubt to have splatted so great an enemy. What do you want from me?

[The Audience Member as DOROTHY responds.]

WIZARD PUPPET ★

And where is this home?

AUDIENCE MEMBER as DOROTHY

Kansas.

WIZARD PUPPET ★

Kansas?!? ➡

Flash Lightning SUBS 1, 3, 4, 5, 19)

GUARDIAN OF THE GATES

And everyone scratched their heads because they had never heard of Kansas and were surprised that Oz had as well. Great Oz, you have been to this Kansas?

WIZARD PUPPET ★

Of course I have. I know everything. I'm Oz! ➡

Flash Lightning SUBS 1, 3, 4, 5, 19)

Do not anger me by questioning me!

GUARDIAN OF THE GATES

And at that the people all cowered at his awesome threats.

[Audience and FULL COMPANY cower.]

WIZARD PUPPET ★

Dorothy of Kansas and your silly friends, tell me, why should I help you? Can you answer that? ➔

Flash Lightning SUBS 1, 3, 4, 5, 19

[The Audience Member as DOROTHY responds.]

WIZARD PUPPET ★

People of Oz, what do you think? Should we help this powerful child of Kansas?

[Audience offers suggestions.]

WIZARD PUPPET ★

Very well. I have heard your words and made a decision. I will NOT help you... ➔

Flash Lightning SUBS 1, 3, 4, 5, 19

...unless you help me first. If you wish to ever get home again then you must first go to the other Wicked Witch, that one who lives in the West,... ➔ ”

Flash Lightning SUBS 1, 3, 4, 5, 19

GUARDIAN OF THE GATES

And everyone gasped,... [Audience gasps] ...for they feared her name as much as the very notion of her presence.

WIZARD PUPPET ★

...and you must destroy her! ➔

Flash Lightning SUBS 1, 3, 4, 5, 19

If we can be rid of her, too, then we will all live in peace here in Oz. ➔

Flash Lightning SUBS 1, 3, 4, 5, 19

Cut SUB 18 (Wizard Puppet)

Now Go!

[Scene 7: The Trial of Dorothy]

[After the Doors Close] ➔ **Crossfade to SUB 17** (Witch's Castle)

[SCENE 7: The Trial of Dorothy]

[Once Player 1 has Happy
Homemaker Magazinge]

PLAYER 1

Happy Homemaker Magazine, May, 1928.

A good host will prepare herself for guests by wearing proper attire.

Remember, applying a liberal dose of makeup shows that you care.

That's enough. Now get out of my sight!

Oh, how can I stay mad at you? [Hugs the Audience Member in apology] Now seriously, get lost!

[Audience member flees.]

Winkies!

Yes, Winkies, my slaves, all of you! And my winged monkey soldiers. Also slaves. Listen to your ruler! You have been faithful to me, even if only because you fear me. You have captured THE Dorothy, that horrid sorceress, and her companions who were lurking here wishing to harm me. For your faithful service, I will allow you all to have warm slop tonight for dinner, instead of the cold stuff I normally give you. It the same disgusting filth, only heated! [After a brief pause...] Well, I would appreciate your Winkie, monkey thanks for my kindness.

[The audience thanks her.]

And now, since you have taken her friends and either ripped them apart or locked them up, we have only to take care of this little girl.

PLAYER 1

Dorothy.

[PLAYER 1 enlists an audience member to play DOROTHY.]

THE WICKED WITCH

Flying Monkey Lawyer, you may begin!

[PLAYER 3 as the FLYING MONKEY LAWYER taps his stick three times on the ground to call things to order.]

[WICKED WITCH ascends the rolling staircase.] ➔ **Add SUB 10 (Rolling Stair)**

FLYING MONKEY LAWYER

Let the trial of the child known as Dorothy be brought to order.

THE WICKED WITCH

Bring her forward.

FLYING MONKEY LAWYER

Dorothy of Kansas, you are charged with squashing the dear sister of our beloved queen, The Witch of the West. And, after having made this creature flat as a pancake, you stole her shoes. how do you plead? Guilty or not guilty?

AUDIENCE MEMBER as DOROTHY

Not guilty.

FLYING MONKEY LAWYER

So be it. Let it be noted that prisoner has plead not guilty to the squishing and the shoe filching.

THE WICKED WITCH

Liar!

FLYING MONKEY LAWYER

Let us first call forth the witnesses. We call the Mayor of Munchkinland. Do you swear to tell the truth, the whole truth, and nothing but the truth so help you Oz?

AUDIENCE MEMBER as MAYOR OF MUNCHKINLAND

Yes.

FLYING MONKEY LAWYER

Very well. You are a known cohort of this foreigner who wrote ovations of praise to her in the form of, and I quote:

[Reading.]

“Oh yes, the evil one is splat.
And so, my dear, I tip my hat.”

[The WICKED WITCH audibly reacts.]

Why, may I ask, were you tipping your hat and celebrating? Why were you so happy?

AUDIENCE MEMBER as MAYOR OF MUNCHKINLAND

[Response]

THE WICKED WITCH

My sister was somebody’s sister, mister! And her squishing was the cause for you and your little friends singing and dancing. Aren’t you the least bit ashamed?

AUDIENCE MEMBER as MAYOR OF MUNCHKINLAND

[Response]

THE WICKED WITCH

You! I want you to apologize to me. Do it, Munchkin. Apologize for being so insensitive.

AUDIENCE MEMBER as MAYOR OF MUNCHKINLAND

[Response]

THE WICKED WITCH

Very well. Get him out of my sight!

FLYING MONKEY LAWYER

Next to the stand, the little girl known as Dorothy!

(DOROTHY is brought forward.)

And do you swear to tell the truth, the whole truth, and nothing but the truth so help you Oz?

AUDIENCE MEMBER as DOROTHY

[Response]

FLYING MONKEY LAWYER

Our records show you to have flown through the air in a flying house landing here in Oz. Can you please tell the court what you landed on?

AUDIENCE MEMBER as DOROTHY

[Response]

FLYING MONKEY LAWYER

I see, so you admit to the squishing! You also do not deny the house was yours, therefore the responsibility for the splatting is yours as well. Tell us, having committed such a heinous crime to the sister of our highness, what punishment should we render upon you?

AUDIENCE MEMBER as DOROTHY

[Response]

THE WICKED WITCH

So, you are the one who squashed my sister.

[WICKED WITCH comes down from
the rolling stairs] ➔ **Cut SUB 10 (Rolling Stair)**

A brave sorceress you must be.
Now you wander into my castle, my domain.
Why? What do you want with me??

AUDIENCE MEMBER as DOROTHY

[Response]

THE WICKED WITCH

Know, that for what you did to me, I have had my flying monkeys drop your Tin Woodman from the highest height. And now he is a dented dreadful sight.

[Monkeys make the sound of victory as an image of the Tin Woodman is displayed and then turned to show him damaged.]

I have had them take the straw from your Scarecrow and leave his empty clothes at the top of the tallest trees. And now he is lifeless and sways in the breeze.

[Monkeys make the sound of victory as an image of the SCARECROW is displayed and then turned to show his clothes scattered about the treetops.]

And as for your lion friend, I have locked him in a cage, And now the best he can do is cry out in a pointless rage.

[Monkeys make the sound of victory as an image of the COWARDLY LION is displayed and then turned to show him caged.]

And as for you...

[The witch and the monkeys freeze.]

PLAYER 1

But the witch knew she could not actually harm Dorothy, because Glinda had given her that special charm. How did she do that?

[The audience members respond.]

PLAYER 1

A kiss. And the power of good is far superior to that of evil. The witch still threatened nonetheless.

THE WICKED WITCH

You, I will enslave and make you do my bidding.

PLAYER 1

Well Toto did not like the sound of this or the way this nasty woman was frightening this little girl, so he went over and bit her right on the leg. The sound of the bite went...

THE WICKED WITCH

And the witch gave him a crack on the head.

FULL COMPANY

Ouch!

PLAYER 1

Which made little Toto squeal.

[Audience member making the
sounds of Toto makes a squeal
sound.]

Dorothy could endure only so much, and again, she could not abide anyone being mean to her precious little Toto. So...

FULL COMPANY

...she picked up the closest thing she saw, a bucket of water, and she splashed it onto the witch.

THE WICKED WITCH

Who was too slow to open her umbrella and save herself.

PLAYER 1

As she melted she said to Dorothy,... ➔

Pulse SUB 7 (Individual Front Light)
ONLY WHEN WITCH IS MELTING!

THE WICKED WITCH

You proved yourself cleverer than all the rest, for who could figure out my weakness but someone so powerful as yooooooooou.

[The WICKED WITCH melts away, but soon
realizes she forgot to melt her cloak.]

As yooooooooou. ➔ **Pulse SUB 7** (Individual Front Light)
ONLY WHEN WITCH IS MELTING!

[The WICKED WITCH melts her cloak away,
but then realizes she also forgot to melt her cloak.]

As yooooooooou. ➔ **Pulse SUB 7** (Individual Front Light)
ONLY WHEN WITCH IS MELTING!

PLAYER 1

And whether Munchkin or Winkie, flying monkey
or crying puppy, everyone rejoiced! ➔

Slowly Crossfade to SUB 11 (Library)

[SCENE 8: Home]

FULL COMPANY

Oz, across the wide desert and beyond the furthest shores.

PLAYER 3

There Dorothy met a witch, and a wicked one at that.

PLAYER 1

And she met a Scarecrow.

PLAYER 5

A Tin Woodman.

PLAYER 4

And a most Cowardly Lion.

PLAYER 1

There Dorothy met a wizard. And they called him Oz.

FULL COMPANY

Oz, the land far from any sea. A place of as much wonderment as dangers.

PLAYER 4

Her friends were dented, dismantled, and detained.
But the Winkies, like the Munchkins before them,
were so happy to have been freed from the
wickedness of a witch, that they vowed to protect
Dorothy and to fix her friends. ➔

Slowly Crossfade to SUB 16 (Green Wash)

Crew: Open Doors

Immediately Afterwards...

Add SUB 18 (Wizard Puppet)

[THE WIZARD appears again, shifting
us back to The Emerald City.]

WIZARD PUPPET ★

Dorothy of Kansas, what are you doing back here? I told you to go and destroy that Wicked Witch. What happened? Well?

AUDIENCE MEMBER as DOROTHY

[Response]

WIZARD PUPPET ★

I see. And you're sure she's melted?

AUDIENCE MEMBER as DOROTHY

[Response]

WIZARD PUPPET ★

Well that means nothing to me! ➡

Flash Lightning SUBS 1, 3, 4, 5, 19

I cannot so soon be expected to deliver those items you have asked for and so I ask that you return in one month. Do you hear me? One month. And not a day sooner. In fact. I think that I demand two months now, as I am great and powerful and can do as I please... ➡

Crossfade to SUB 6 (Individual Front Light)

PLAYER 1

Roget's Thesaurus.

Page one hundred and twenty four.
Imposter. Con. Fake. Humbug. Phony.
Pretender. Someone who cheats or swindles others by pretending to be something he is not.
Usually a person you should not trust. ➡

Crossfade to SUB 11 (Library Look)
Add SUB 18 (Wizard Puppet)

[AUDIENCE MEMBER as DOROTHY, in order to reveal the WIZARD, pulls on a tassel.]

THE WIZARD ★

Oops! Uhm. Sorry. ➡

Flash Lightning SUBS 1, 3, 4, 5, 19

I just. Sorry.

THE WIZARD

Well fine. ➡

Start Pulse SUBS 18 (Wizard Puppet)

Here, take this heart and this brain, and this royal decree, declaring you to be as brave as anyone, and you, [to DOROTHY] take my apologies. It's all I have, little girl from Kansas, I swear.

PLAYER 2

The lion was dubbed with courage and the Scarecrow was fitted with brains. And the Tin Man had a heart installed, so when you banged on his chest, it was not so hollow as it was before. But the little girl, the child who just wanted to see her aunt and uncle again, well...

THE WIZARD PROJECTION

I'm sorry, but you do know me to be a great, how do I put it?

FULL COMPANY

Humbug, imposter, cheat,

THE WIZARD

Yes, yes, yes. And so I need to tell you that the one thing I cannot do is get you home.

[PLAYER 5 leaves.] ➔ **Stop Pulse SUBS 18 (Wizard Rover)**

PLAYER 1

And so Dorothy slowly and quietly sat, and looked down at the earth defeated, lost in a strange place.

PLAYER 4

Everyone tried to comfort her, but it did no good. For though she was surrounded by friends, she was very alone.

SCARECROW

You could just stay here with us...

PLAYER 3

And though these words were meant for comfort, they only made things worse.

PLAYER 4

As strange and wonderful as this world was, children don't like to be away from home for quite so long, in a strange place with strange people, even though some are very nice. She wanted so badly to be home.

PLAYER 1

Book 5. Royal Book of Oz. Page 43. The magic slippers, created in the fourth age of Ozlandia, contain a magic beyond all of the powers of any other artifact. Among its properties were the power to wish oneself home.

FULL COMPANY

Home!

PLAYER 1

Toto yipped!

[Audience member playing TOTO
makes a yip sound.]

PLAYER 1

And Dorothy rose up, joyful once more for all of her wonderful adventures!

PLAYER 1 as GLINDA

Close your eyes.

[Audience member playing
DOROTHY closes her eyes.] ➔ **Crossfade to SUB 12 (Kansas)**

Now, keep hem closed and wish as hard as you can to be back at home. No more
witches or talking lions or fibbing wizards or angry monkey lawyers.

Now, open your eyes.

[DOROTHY opens her eyes.]

PLAYER 1

And when she opened them, she saw her aunt, and her uncle, and they were so pleased
to see her and she was so pleased to see them. And everyone, including uncle Henry,
smiled.

And do you think she ever went back to Oz?

[Audience responds.]

Yes, but she still never stayed for very long.

[PLAYER 1 sends the audience member
playing DOROTHY back to her seat.]

FULL COMPANY

And so we've returned as well.

PLAYER 4

To our own land.

PLAYER 3

Keeping Oz in our minds.

PLAYER 5

And our own families in our hearts.

PLAYER 4

And having the courage to stand up for those who need our help.

PLAYER 1

Emerald Scout book. Page 1. The Ozian Pledge.

Initiates must raise their right hands. Then, they must repeat after the Oz leader:

PLAYER 1

I am Baum by honor,

FULL COMPANY and AUDIENCE

I am Baum by honor,

PLAYER 1

I will do my best,

FULL COMPANY and AUDIENCE

I will do my best,

PLAYER 4

To have the courage to help others.

FULL COMPANY and AUDIENCE

To have the courage to help others.

PLAYER 5

The heart to be kind to them,

FULL COMPANY and AUDIENCE

The heart to be kind to them,

PLAYER 3

And the brains to think before I act.

FULL COMPANY and AUDIENCE

And the brains to think before I act.

PLAYER 2

And above all,

FULL COMPANY and AUDIENCE

And above all,

PLAYER 1

Love green!

FULL COMPANY and AUDIENCE

Love green!

PLAYER 3

Obituary. L. Frank Baum, 1856-1919. As L. Frank Baum laid on his deathbed, after having spent a life sending others to Oz, but never having gone himself, he said to his wife, "Now I can cross the shifting sands." Even he wished to journey to Oz the way we did today! It is not an easy journey, but getting there is always worth it, no matter how much we may want to come home in the end.

[END OF PLAY]