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Dramatic Publishing

L. FRANK BAUM'S

The Wizard of Oz

A DRAMATIZATION IN TWO ACTS BY

ANNE COULTER MARTENS



THE DRAMATIC PUBLISHING COMPANY

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(THE WIZARD OF OZ)

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The Wizard of Oz

A Play in Two Acts

FOR EIGHT MEN, THIRTEEN WOMEN AND EXTRAS*

CHARACTERS

DOROTHY.....who lives in Kansas
THE SCARECROW.....who wants brains
THE TIN WOODMAN.....who wants a heart
THE COWARDLY LION.....who wants courage
MELINDA.....the Good Witch of the North
BOQ }
 }Munchkin people
ZOQ }
THE POPPIES.....deadly flowers
VERDO.....who guards the Wizard
JADE.....the Wizard's maid
BELINDA.....the Wicked Witch of the West
INKY }
BLINKY }Belinda's cats
SLINKY }
AMBER }
TOPAZ }Winkie girls
WINKLE }
WONKLE }Winkie boys
GLINDA.....the Good Witch of the South
RUBY }
GARNET }Glinda's soldiers

*See note on following page for use with larger or smaller cast.

THE WIZARD OF OZ.....the terrible.

PLACE: The Land of Oz.

TIME: A little while ago.

SYNOPSIS

ACT ONE

Scene One: The Land of the Munchkins.

Scene Two: The Throne Room of the Wizard in the
Emerald City.

ACT TWO

Scene One: The kitchen of the Bad Witch Belinda.

Scene Two: The Throne Room of the Wizard.

*This dramatization is written to be performed by children, by teen-agers, by adults for a child audience, or by a combination of both adults and children. For a larger cast extra players may be added to the Munchkin group, the Poppies, the Winkies, and Glinda's soldiers. If a smaller cast is desired, the number of Poppies can be reduced, and the lines of the Munchkins, the Winkies and the Cats can be combined, using only one player in each case. These parts can also be doubled, as they appear in one scene only.

NOTES ON CHARACTERS AND COSTUMES

DOROTHY: She is a normal, lovable little girl. She wears a simple cotton dress.

SCARECROW: He wears ill-fitting, mismatched clothes with tufts of straw sticking out here and there. His head is covered with a white cloth cap which has cut-outs for the eyes, nose and mouth, and has ears painted on it. He wears an old blue hat. His face has a painted, rather lop-sided appearance. Since he is supposedly stuffed with straw, he should be very light on his feet, and easily knocked over. His manner for the most part is buoyant, and he shows evidence of intelligence from the beginning.

TIN WOODMAN: He wears a square-shaped headpiece covered with aluminum foil, with openings for the eyes, nose and mouth. A separately attached piece may be used for a nose. An inverted funnel serves him as a hat. As far as is practical, aluminum foil may be used for the rest of his costume, including gloves and shoes. He walks with a stiff gait, but speaks in a gentle voice.

COWARDLY LION: He is costumed as described in the notes further on. He shows courage even after proclaiming that he is afraid.

MELINDA: She is a kindly little old woman with white hair, and she wears the color of all good witches--white. Silver stars glitter on her hair and on her floor-length gown.

BOQ: He is a little Munchkin, a boy-sized man. He wears a blue outfit resembling a uniform, with a hat of any odd shape.

ZOQ: She is a girl-sized Munchkin woman who wears a blue uniform-type outfit. She may wear an odd cap also.

POPPIES: They are a group of girls dressed in red and green and black to suggest poppies.

VERDO: He is a tall soldier in a green uniform, with very long green whiskers and a green gun. Green coveralls, decorated with braid and brass buttons, will make a suitable uniform. He feels very important and views his work seriously.

JADE: She is a mischievous, light-hearted girl dressed in a green dress and apron resembling a maid's uniform.

BELINDA: As a bad witch, she wears a voluminous black robe and a tall black hat. Her facial make-up indicates age and ill temper.

CATS: See notes on animal costumes.

AMBER and TOPAZ: They are Winkie girls, dressed in yellow outfits.

WINKLE and WONKLE: They are Winkie boys or men, who wear yellow suits resembling uniforms.

GLINDA: She wears a beautiful and sparkling white gown, and is in every way as kind and lovely as a young witch should be.

RUBY and GARNET: They are dressed in white uniforms with a touch of red, and carry staffs with red plumes. Their actions are precision-like, as befits trained soldiers.

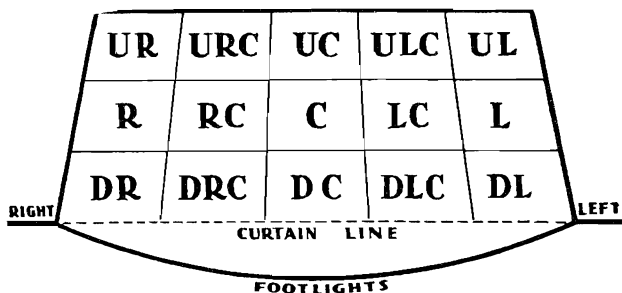
THE WIZARD: He appears in many guises: a bouncing green light, a sounding gong, a tall magician in a long black robe and a high turban decorated with illumined stars and moons, a ball of fire, and as himself, a short, stout, meek man of middle age dressed in a wrinkled suit, with little tufts of

hair on his almost bald head.

TOTO: Toto is a small stuffed toy dog. His barking is done by someone offstage.

NOTE: The make-up of the animal characters may be representational rather than realistic. The Lion and the Cats wear inconspicuous clothing of a suitable color. On their heads are cloth caps which cover the hair and ears. These caps are painted appropriately, with ears attached. The Lion's tail is long, with a fluffy end. The Cats are, of course, black, but may have yellow faces. The faces of all the animal characters may be painted a little to heighten the effect.

CHART OF STAGE POSITIONS



STAGE POSITIONS

Upstage means away from the footlights, downstage means toward the footlights, and right and left are used with reference to the actor as he faces the audience. R means right, L means left, U means up, D means down, C means center, and these abbreviations are used in combination, as: U R for up right, R C for right center, D L C for down left center, etc. One will note that a position designated on the stage refers to a general territory, rather than to a given point.

NOTE: Before starting rehearsals, chalk off your stage or rehearsal space as indicated above in the Chart of Stage Positions. Then teach your actors the meanings and positions of these fundamental terms of stage movement by having them walk from one position to another until they are familiar with them. The use of these abbreviated terms in directing the play saves time, speeds up rehearsals, and reduces the amount of explanation the director has to give to his actors.

PROPERTIES

ACT ONE--Scene One

GENERAL: Yellow Brick Road (painted on oil-cloth or wrapping paper); clump of trees and shrubbery; oil can behind shrubbery; portion of rail fence; few tall cornstalks and long pole; box for Scarecrow to stand on; door and doorstep; witch's "feet" with silver shoes. NOTE: The simplest way to handle this would be to have someone lie on the floor just offstage with his (or her) feet showing.

DOROTHY: Toto (stuffed toy dog), all scenes; handkerchief.

TIN WOODMAN: Axe.

ACT ONE--Scene Two

GENERAL: Tall screen; throne chair; two straight chairs; table or cupboard with an assortment of bottles, jars and boxes; high step stool; glittering ball.

VERDO: Gun.

JADE: Feather duster.

ACT TWO--Scene One

GENERAL: Cage with door in front; bench, with a clothesbasket filled with large pieces of yellow cloth; table and chair; telescope-like object and golden cap on table.

WINKLE and WONKLE: Hammers.

BELINDA: Broom, large lock and key.

DOROTHY: Handkerchief.

AMBER and TOPAZ: Pail of water and mop.

ACT TWO--Scene Two

GENERAL: Same as Act One, Scene Two, with addition of following on table: scissors, box marked BRAN, large safety pin, red pincushion heart in box, bottle with label marked COURAGE and filled with liquid, glass.

DOROTHY: Golden cap.

RUBY and GARNET: Red-plumed staffs.

GLINDA: Ring with red stone.

PRODUCTION NOTES

A curtain backdrop (or flats of a neutral color) serves as a background throughout the play. Trees and shrubbery can be stylized, and are painted on separate flats or mounted on stands for quick removal. Scene changes are simple, requiring just a few props. If desired, each scene may feature a predominant color scheme. The Land of the Munchkins color scheme is blue; the Wizard's Throne Room in the Emerald City, green; Belinda's kitchen, yellow. Props and furnishings for each scene are carried out in these color schemes. Scene changes can be made in full view of the audience (with lights slightly dimmed) by workers from the various sections of Oz, such as Munchkins or Winkies, dressed in colors of their area.

Such rhymes as are used in the play may be chanted rhythmically. The only song provided (which is optional) is "Song of the Poppies," which is sung to the music of Brahms' Lullaby. Other "sleep-type" music may be substituted, and chanted or hummed rather than sung.

Simple, improvised dances or drills may be used, but these are entirely optional.

ACT ONE

Scene One

SCENE: The Land of the Munchkins. The color theme for this scene might be blue, except for the Yellow Brick Road, which begins offstage D R and meanders in a curve toward U L and offstage again, narrowing a bit as it goes. This road may be painted on some material such as oilcloth, and rolled up for removal at the end of the scene. A small clump of trees is UR, their trunks partly hidden by shrubbery. Just upstage of the road, near U L, is a portion of a rail fence which supposedly partly encloses a cornfield. All we see are a few tall cornstalks. There may be other bits of shrubbery here and there about the stage. Entrances are at L and R stage, and of course the road leads off U L.)

BEFORE RISE OF CURTAIN: There is a blackout. Then the lights come up dimly. Against sound effects of rising wind, DOROTHY hurries in D R, in front of the curtain, carrying TOTO (a stuffed dog) in her arms.)

DOROTHY (calling in alarm). Aunt Em! Uncle Henry! Where are you? A big black storm's coming! (Wind sounds increase.) Oh, Toto, what are we going to do? You shouldn't have run away from me. (Pauses D C and calls.) Aunt Em! (Starts toward D L.) I'm sorry I ran outside,

but I had to find Toto! (Pauses again and calls.) Where are you--in the storm cellar?(To TOTO.) But I'll never be able to open the storm door--the wind's too strong. (If possible, large fans, off D L and D R, may blow her hair and clothes.) Let's run for the house, Toto. (Lights dim on DOROTHY as wind sounds increase. Lights now flick off and on, indicating lightning. DOROTHY becomes frightened.) Hurry, hurry! Houses don't blow away, do they--even in Kansas? (Storm sounds grow louder, lightning flickers, and DOROTHY runs out D L. There is a blackout with storm sounds continuing. During blackout, after DOROTHY has left stage, there is a loud crashing sound off L.)

AT RISE OF CURTAIN: The stage is very dimly lighted. BOQ and ZOQ come in R and scurry around, looking up at the sky in fright. Whirling wind sounds are still heard.)

BOQ (pointing upward). A big black wind up high--see!

ZOQ (looking up, then letting her gaze travel down and over to L stage). A house came flying down--wheel! (Points L.)

(BOQ and ZOQ give little cries of alarm and run to hide behind the shrubbery upstage. A door and a doorstep, with the protruding legs and feet of a witch sticking out underneath, can be seen at the entrance L. On the "feet" are silver shoes. The wind sounds die away; the stage gradually lightens to full daytime brightness. DOROTHY enters through the door and pauses on the step with TOTO in her arms.)

DOROTHY. I thought our house would never stop

flying! (Looks around.) But where have we landed? (Steps down to look around.) The most beautiful place I've ever seen! (TOTO barks.) But it doesn't look a bit like Kansas. (BOQ and ZOQ peek out, then hide again.)

(MELINDA enters R and moves C.)

DOROTHY (politely). Excuse me, but I am a little confused. Where am I?

MELINDA. Welcome, noble Sorceress, to the country of the Munchkins. This is the Land of Oz.

DOROTHY (surprised). The Land of Oz? I've never heard of it before.

MELINDA. Fancy that! (Approaching DOROTHY.) The Munchkin people are grateful to you for killing Lucinda, the Wicked Witch of the East, and setting them free from bondage. (BOQ and ZOQ peek out, smiling, then hide again. TOTO barks in their direction.)

DOROTHY. Hush, Toto. (To MELINDA.) But there must be some mistake. My name is Dorothy, and I haven't killed anything.

MELINDA. Your house did, when it landed. See? (Points to doorstep.) There are her feet in the silver shoes, sticking out from your doorstep.

DOROTHY (upset). Oh, dear! What ever shall we do?

MELINDA. Don't distress yourself, my dear. Lucinda was a very wicked witch indeed, and now you have set the good little Munchkins free. (During this speech BOQ and ZOQ come out of hiding timidly, smiling at DOROTHY. They come C.)

BOQ. I'm Boq.

ZOQ. And I'm Zoq.

BOQ. We thank you muchly. (Bows.)

ZOQ. For doing thusly. (Curtseys.)

DOROTHY. I didn't do anything, really. But you're most welcome.

MELINDA. I'm Melinda, the Witch of the North, and a friend of the Munchkins.

DOROTHY. Oh, my! Are you a real witch?

MELINDA. Of course. (Taking step toward her.) And a good one, too.

DOROTHY. But I thought all witches were wicked. (Steps back, a little frightened, and TOTO barks. DOROTHY shushes him.)

MELINDA. Gracious, but you are misinformed. Your schooling must have been most inadequate.

DOROTHY (a little indignant). I went to a very good school. And what's more, I got fine grades on my report card!

MELINDA. Fancy that! Yet you had never heard of the Land of Oz. And you're very mixed up about witches.

DOROTHY (meekly now). I'm afraid so. (Sits on doorstep.)

MELINDA. In the Land of Oz there have always been four witches, two of them good, two of them bad. Now Lucinda, the Wicked Witch of the East, is dead. But in the West lives an even wickeder witch, Belinda. (As if from far away, sound of crazy laughter is heard. BOQ and ZOQ quickly dash over and cower behind MELINDA. TOTO barks.) Ah! Belinda has found out about this and is angry. (Crazed laughter is heard again.) But don't be afraid. She lives far away, in the Land of the Winkies.

DOROTHY (relieved). I don't ever want to meet her!

MELINDA. Let's hope you never do. Now, of the two good witches, I am one. Melinda of the North. The other one is Glinda the Good, Witch of the

South. (As if from far away, happy sound of tinkling bells is heard.)

DOROTHY (looking around). What was that?

MELINDA. The gentle sound of Glinda the Good. It means that she, too, knows now that Lucinda is dead.

DOROTHY (gaining confidence, rising). You really are a good witch? (Following patter may be half sung, half chanted. BOQ and ZOQ join hands and slowly circle MELINDA as they chant.)

BOQ. She's a good witch,
A do-as-she-should witch.

MELINDA. A do-as-I-should witch.

ZOQ. A very sweet witch,
A happy-to-meet witch.

MELINDA. A happy-to-meet witch.

BOQ and ZOQ. A gentle-and-kind witch,
A lucky-to-find witch.

MELINDA. A lucky-to-find witch.

DOROTHY. Then I'm certainly glad you found me. Funny, my Aunt Em and Uncle Henry told me there were no witches any more.

MELINDA. Who are Aunt Em and Uncle Henry?

DOROTHY (now moving toward R C and glancing about). I live with them in Kansas. (Quickly, turning to her.) That is, I did live with them until the big black wind blew Toto and me and our house here.

MELINDA (thoughtfully). Kansas...h'm. I don't recall any mention of it in our geography books. (Moves C.) Tell me, is it a civilized country?

DOROTHY. Oh, my, yes! (During this conversation, BOQ and ZOQ sit down near doorstep, shielding it. At this time, witch's "legs" are removed, leaving only the silver shoes.)

MELINDA. Then that accounts for it. In the civilized countries I don't believe there are any witches

left. But here in Oz we still have witches--
(Pauses, then speaks with some awe.)--and even
a very great Wizard.

DOROTHY (impressed). A Wizard?

MELINDA. He lives in the Emerald City, and he's
more powerful than all the rest of us put togeth-
er.

BOQ (getting up with a cry of surprise). How
strange! (Points to silver shoes.)

ZOQ (rising, too). A change! (Points to shoes.)

MELINDA (crossing L, as DOROTHY follows).
Gracious me! The wicked Lucinda has disap-
peared completely, leaving nothing but her silver
shoes. (Picks up shoes.)

DOROTHY. How very odd!

MELINDA. She was so old--she dried up quickly.
Now the shoes are yours, my dear.

DOROTHY (taking them slowly). Such pretty silver
shoes!

MELINDA. Why don't you put them on?

DOROTHY. Do you think I should?

MELINDA. Yes, I think you should put them on. Who
knows--they may be magic shoes. (DOROTHY
sits on step, takes off her old shoes and puts on
silver ones. Then she stands up, dancing around,
to C stage.)

DOROTHY (delightedly). They're a perfect fit!

MELINDA. Naturally.

DOROTHY. Thank you so much for your kindness.
But now will you please tell me which direction
I must go to find Kansas? (MELINDA and BOQ
and ZOQ look at each other, then at DOROTHY,
and shake their heads.)

MELINDA. That's impossible. The Land of Oz is
completely surrounded by a deadly desert, and no
one can cross it.

DOROTHY (with a little sob, moving DR). Oh, dear!

I simply must go back to Aunt Em and Uncle Henry.

MELINDA (crossing toward her). Don't you like it here?

DOROTHY (politely). The country's very beautiful.

MELINDA. You mean that Kansas is even lovelier?

DOROTHY. Oh, no, no! The part where I live isn't really beautiful at all. But it's my home.

MELINDA (gently). I understand. Home is always the most beautiful place in the world.

DOROTHY (eagerly). Then you'll help me?

MELINDA. Such knowledge is beyond my own power. (Turns and moves toward D L C.) But there may be a way. (BOQ and ZOQ move down to MELINDA and stand behind her, rather shyly.)

DOROTHY (coming D C). Oh, I do hope so!

MELINDA. Go to the Emerald City and ask the Great Wizard of Oz to help you.

DOROTHY (timidly). Is he a good man?

MELINDA. He's a good Wizard. Whether he's a man or not, I don't know. No one has ever seen him face to face.

DOROTHY. How can I get to this Emerald City?

MELINDA (crossing to her, as BOQ and ZOQ follow behind her). You must walk. It's a long journey and perhaps a dangerous one.

DOROTHY. D-dangerous?

MELINDA. Because you've killed the Witch of the East, the Wicked Witch Belinda of the West may try to cast a spell upon you.

DOROTHY. A magic spell?

MELINDA (nodding). Belinda's very clever, and she probably hates you now.

DOROTHY (worried). Oh, dear!

MELINDA. Just be very careful, my dear.

DOROTHY. Oh, I will! Thank you for warning me.

You're a very nice Witch.

BOQ and ZOQ (peeking out from behind MELINDA, on either side). A give-good-advice Witch. MELINDA (smiling). Yes, a give-good-advice Witch. Just follow the Yellow Brick Road to the Emerald City. And good luck, my dear! (BOQ and ZOQ bow and curtsy as MELINDA crosses R, pauses to wave back at DOROTHY, and then goes out R.)

BOQ and ZOQ. A cannot-delay Witch,
A go-on-her-way Witch. (They bow and curtsy to DOROTHY and then run quickly out R.)

DOROTHY (still D C). A go-on-her-way Witch. But which way is my way? (Looks around in bewilderment.)

SCARECROW. Straight ahead, of course. (Surprised, DOROTHY looks around to see who has spoken.)

DOROTHY. Did somebody speak to me? (Moves up to fence, leans over fence and parts some cornstalks. There is the SCARECROW, supposedly perched on a long pole. He is standing on a small box, which is hidden by cornstalks, so he towers somewhat over DOROTHY.)

SCARECROW. Certainly. How do you do?

DOROTHY. I'm pretty well, thank you. How do you do?

SCARECROW. Not too well. It's very boring to be perched up here night and day to scare away the crows.

DOROTHY. Can't you get down?

SCARECROW. No. The pole is stuck up my back. (Wiggles a bit uncomfortably.) I'd be much obliged if you'd lift me off it. (TOTO barks.)

DOROTHY. Now, Toto! He seems a very friendly Scarecrow. (Climbs over fence, puts Toto down

and, standing in front of SCARECROW, apparently lifts SCARECROW down from pole. She does it quite easily, as if he is very light in weight.) SCARECROW (now down off box). Thank you very much. (As DOROTHY picks up TOTO and climbs back over fence and returns to road, he climbs over, too, but loses his balance and falls down.) Oops! Sorry, I'm not too steady on my feet yet. But I feel like a new man.

DOROTHY (helping him up). Really?

SCARECROW. I practically am a new man. A Munchkin farmer made me just last week. (Brushes himself off a bit.) Do you think he did a good job? (Picks off a few straws.)

DOROTHY (politely). Just lovely.

SCARECROW. You don't have to be too complimentary. I'm well aware that one of my eyes is painted a little crooked.

DOROTHY (diplomatically). Well--as long as you can see out of it.

SCARECROW. May I ask who you are and where you're going?

DOROTHY. My name is Dorothy, and I'm going to the Emerald City to ask the Great Wizard of Oz to send me back to Kansas.

SCARECROW. Where's the Emerald City?

DOROTHY (surprised). Don't you know?

SCARECROW (shaking his head). I don't know anything. (Sadly, moving C.) I'm stuffed with straw, so I have no brains at all.

DOROTHY. Oh, I'm sorry.

SCARECROW (sudden idea). Do you think if I go to the Emerald City with you, the Great Wizard would give me some brains?

DOROTHY. I really can't say for sure--(Moving to him.)--but come with me if you like, and ask him.