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Dramatic Publishing

Cry Wolf!



Comedy
by
Catherine Bush



Cry Wolf!

Comedy. By Catherine Bush. Cast: 4m., 5w., 4 to 8 either gender. After 50 years, the wolves have returned to the forest. The inhabitants of the nearby village are in an uproar—their survival depends on their flock of sheep, the wolves' favorite food! Join a cast of characters that includes a boy named Peter, Little Red Riding Hood, the Three Little Pigs and a rebel sheep named Snowflake as they try to outwit that biggest villain of them all, the Big Bad Wolf, in this zany mash-up of bedtime favorites. *One ext. set. Approximate running time: 50 minutes. Code: CQ2.*

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By

CATHERINE BUSH



Dramatic Publishing Company

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CATHERINE BUSH

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(CRY WOLF!)

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Cry Wolf! was first produced by the Barter Players (Barter Theatre, Abingdon, Va.) in June 2007.

Artistic Director Katy Brown
Director/Dramaturg John Hardy
Set Designer Melissa Shafer
Costume Designer Megan Atkinson & Anne Butler
Lighting Designer Heather Eisenhart
Sound Designer Rosa Bott
Props Designer Ezra Colon
Stage Manager Melanie Theresa Reif
Fight Choreographer Mike Ostroski
Fight Captain Ryan Henderson

Original Cast:

The Wolf Ezra Colon
Clarissa Pig Chandler Davis
Wilbur Pig Donald Watkins
Arnold Pig Stephanie Demaree
Peter Ryan Henderson
Hunter David McCall
Little Red Lauren Ballard
Granny Philena Gilmer
Virginia Wolf Julia VanderVeen
Bo Peep Tori Piper
Straw 1, Stick 1, Brick 1 Megan Atkinson
Straw 2, Stick 2, Brick 2 Jack Benton
Snowflake Anne Butler

Cry Wolf!

CHARACTERS

WOLF: that evil of evils, the Big Bad Wolf ... or is he?

CLARISSA PIG: the oldest of the three pig siblings.

PETER: a young boy with an active imagination.

HUNTER: Peter's father and the only one in the village who owns a gun.

RED: a young girl who wears a bright red cape.

GRANNY: Red's grandmother and one tough mountain lady.

VIRGINIA WOLF: an English wolf who has left civilization to answer the call of the wild.

BO PEEP: the girl in charge of tending the village's flock of sheep.

STRAW 1, STICK 1, BRICK 1: one-half of the houses the pigs build.

STRAW 2, STICK 2, BRICK 2: the other half of the houses the pigs build.

WILBUR PIG: Clarissa's middle brother.

ARNOLD PIG: Clarissa's youngest brother.

SNOWFLAKE: a rebel sheep.

PRODUCTION NOTES

In the original production, simple costume pieces were used to differentiate between the characters of bricks, sticks and straw (gloves with facsimiles of bricks, sticks and straw glued to them). This made the quick changes between these characters possible.

The script refers to the pigs “wheelbarrowing” the bricks, sticks and straw on stage. In the original production, this was accomplished in the following manner: Straw 1 would place his hands on his knees, and Straw 2 would lean over him and hold his arms out backwards, like the handles of a wheelbarrow (the sticks and bricks would do the same). They would enter stage in this position with the appropriate pig walking behind them.

The melodies for the songs sung by the bricks, sticks and straw is up to the discretion of the director. It may even be spoken like a rap or cadence.

For the setting, a simple unit set is used. In the original production, one cube and a small ramp were used to give levels. Scene changes were accomplished through sound and lights.

Cry Wolf!

ACT I

AT RISE: *The forest surrounding a small village. In the dark, we hear the sounds of the forest. Suddenly a wolf howls. Lights up on WOLF stealing into the forest. He looks furtively around.*

WOLF (*howling*). AAAAAOOOOOOOOOOHHHHHHHHH!

(He exits. Another moment of forest sounds, then suddenly, CLARISSA PIG enters at a run.)

CLARISSA (*calling off*). The wolves are back!

(HUNTER and PETER enter another part of the forest.)

HUNTER & PETER (*calling off*). The wolves are back!

(GRANNY and RED enter yet another part of the forest.)

GRANNY & RED (*calling off*). The wolves are back!

CLARISSA, HUNTER, PETER, GRANNY & RED. *The wolves are back!*

(CLARISSA begins pacing and talking to herself.)

CLARISSA. The thing we've been dreading for 50 years ...

PETER (*turning to HUNTER*). Father, did you hear the news ... ?

HUNTER. I heard it.

CLARISSA. The wolves are back!

RED (*turning to GRANNY*). Granny ... ?

GRANNY. Don't be scared, Red.

RED. But, you heard what they're saying ...

PETER. The wolves are back!

CLARISSA. Nobody's safe, not man nor beast ...

HUNTER. Don't be afraid, Peter.

PETER. I'm not afraid!

RED. The wolves are back!

CLARISSA. We pigs will have to change the way we live!

GRANNY. I've been preparin' you for this day ...

HUNTER. I'll need your help, son.

GRANNY. Learned you everythin' I know ...

CLARISSA. It's too dangerous to live outdoors ...

RED. Not *everything*, Granny.

CLARISSA. No more pigpens, no more mud baths ...

PETER. You can count on me, Father. I'll be brave and strong,
just like you!

HUNTER. That's my boy.

CLARISSA. It's time to build a shelter—a sturdy shelter
made of *brick* ...

GRANNY. What else is there to know?

RED. You never told me what a wolf looks like, Granny.

(Beat. They all turn to look at GRANNY.)

CLARISSA. Yeah!

PETER. Hey!

HUNTER. She's got a point.

CLARISSA, PETER & HUNTER. What *does* a wolf look like?

RED. You were the only one alive when the wolves were
here before.

HUNTER. That's right!

PETER & CLARISSA. So tell us!

RED, HUNTER, PETER & CLARISSA. What does a wolf look like?

GRANNY. Well, now, let me see ... As I recall ... a wolf has real big eyes ... Oh, and real big ears ...

CLARISSA. Big eyes and big ears ...

PETER. Is that all?

GRANNY. Oh, and his *teeth!* They're *gi-normous!* And sharp as razors. Why I remember one time when a wolf got holt of our pet pig, Polly, and just ripped her to shreds ... It was a real mess.

(Beat. They all turn and look at CLARISSA.)

GRANNY *(cont'd)*. Oops ...

CLARISSA. Gotta go. *(Hastily exits.)*

RED. Granny! You shouldn't have said that! Poor Clarissa!

GRANNY. Well, she's got to know the truth so she can protect herself. And fact is, we got us more pressin' things to worry 'bout than hurtin' a pig's feelings.

HUNTER. What do you mean?

GRANNY. I mean the *sheep*.

RED. Oh, no!

PETER. The *sheep!*

GRANNY. That's right! The *sheep*. You younguns heard the stories but I seen it for myself, what can happen to a flock of sheep when them wolves are on the roam. One by one, in the dark of night, them sheep'll disappear ...

PETER. But we depend on those sheep for our very existence! Without their wool this village ...

GRANNY. Has nothin'.

PETER. We'll starve!

GRANNY. We starved 50 years ago. That's why them wolves was chased off in the first place. *(She turns to HUNTER.)* You know 'bout that—your daddy was the one who done it. Ain't that right?

HUNTER. Yes.

PETER. Father still has the gun, don't you, Father?

HUNTER. Yes.

GRANNY. Good. 'Cuz it looks like you're gonna need it.

RED. Speaking of sheep, has Bo Peep heard the news? Does she know the wolves are back?

PETER. I bet not. She's been too busy moving the flock to the winter meadow.

HUNTER. Well, somebody needs to tell her.

GRANNY. I'll do it.

HUNTER. No, I'll do it.

PETER. No, I'll do it.

RED. No, I'll do it.

GRANNY *(to RED)*. No! *You* ain't gonna do it.

RED. Granny ...

GRANNY. A girl young as you, alone in the forest with them wolves on the roam ...

RED. Granny, didn't you tell me not to be afraid? Didn't you spend my whole life teaching me how to take care of myself? Preparing me for this very day? The day they came back? Granny, you gotta let me go. You gotta let me do this. It's time.

(Beat. GRANNY touches RED on the cheek.)

GRANNY. We'll all go. *(To RED.)* But *you* be careful.

RED. Yes, ma'am.

HUNTER. Peter!

PETER. Yes, sir?

HUNTER. It's time for the gun.

PETER. Grandfather's gun?

HUNTER. Can you fetch it for me?

PETER. Yes, sir! (*He hurries off.*)

GRANNY (*to HUNTER*). The gun. Your daddy's gun. After all this time. I cain't hardly believe it ...

PETER (*offstage*). Here it is!

(PETER enters with an old rifle. He hands it solemnly to HUNTER, who examines it carefully for a moment.)

HUNTER. I was hoping I'd never have to use this.

PETER. Have you ever fired it before, Father?

HUNTER. Once. When I was a boy. My father wanted to make sure I knew how to handle it properly ... Bullets?

(PETER pulls six bullets out of his pocket and hands them to HUNTER.)

PETER. There are only six left.

HUNTER. That's not very many, is it? (*He loads one into the rifle and sticks the rest of them in his coat pocket. He looks up at the others.*) Well, we best get to it. The wolves are back.

GRANNY. There's four different meadows, one in each direction. We'll split up. The first one to find Bo Peep, tell her the news, then help her guard them sheep till the rest of us can get there. Remember—without them sheep, we die.

(Beat.)

GRANNY (*cont'd*). I'll take the south meadow.

HUNTER. I'll take the north meadow.

PETER. I've got the east.

RED. That leaves me the west ...

(They all look at each other a moment.)

HUNTER. Let's go.

(RED, GRANNY and PETER exit. HUNTER is about to follow when we hear a wolf howl in the distance. HUNTER grabs the rifle determinedly and exits opposite PETER. A moment passes as we hear the sounds of the forest, then we hear a wolf howl again. It gets louder and louder and then surprisingly ends in a big sneeze. VIRGINIA WOLF enters, carrying a suitcase, looking quite lost. She sneezes again, then sits on her suitcase in despair and howls mournfully. No sooner does her howl fade away than we hear BO PEEP.)

BO PEEP *(offstage)*. Snowflake? Snowflake ... ?! Come out, come out, wherever you are!

(Enter BO PEEP in full shepherdess regalia. She searches about, oblivious to VIRGINIA's presence.)

BO PEEP *(cont'd, yelling off)*. C'mon, now, Snowflake! This isn't funny anymore! *Where are you?!*

(VIRGINIA sneezes behind her.)

BO PEEP *(cont'd)*. Aha!

(She whirls around and finds only VIRGINIA.)

BO PEEP *(cont'd)*. You're not Snowflake.

VIRGINIA. No. I'm Virginia.

BO PEEP. Say, you haven't seen a small, white sheep hiding around here anywhere, have you?

VIRGINIA. No, I've only just arrived myself.

BO PEEP (*calling off*). Give it up, Snowflake! I'll find you yet or my name isn't Bo Peep! (*To VIRGINIA.*) Usually when they wander off, I just leave 'em alone and then they come home wagging their tails behind 'em, but *Snowflake* ... Oh, she's a *rebel*, that one. She knows very well I need to get the flock moved to the winter meadow ... (*Calling off.*) SNOWFLAKE!! (*Beat. Nothing. She turns back to VIRGINIA.*) Y'know, if it wasn't for the rulebook, I'd leave her behind. I swear I would!

VIRGINIA. Rulebook?

(*BO PEEP pulls a small book out of her pocket and holds it up.*)

BO PEEP. *Shepherding One-Two-Three*. Tells you everything you need to know about herding sheep. See, here it is ... (*She flips through the book.*) Rule number 23: "If a shepherd has 100 sheep and one of them goes astray, he must leave the 99 in the hills and go and search for the lost one."

VIRGINIA. Won't the other sheep wander off without you there to keep an eye on them?

BO PEEP. Oh, no—not as long as I leave my shepherd's staff stuck in the ground. (*She points off.*) See it? Way over there—in the east meadow? That long stick ... ?

VIRGINIA. With the hook on top?

BO PEEP. That's it! That's my shepherd's staff. It's pretty powerful. The sheep will follow whoever carries it. Except Snowflake, of course. Snowflake won't follow anybody. That's why she's lost ...

(*VIRGINIA howls a sob.*)

BO PEEP (*cont'd*). Wow, that's quite a howl you got there! I don't think I've ever heard anything like that before ... Oh, hey, are you crying? Why are you crying?

VIRGINIA. Because I'm lost, too—just like Snowflake. I'm lost in this forest.

BO PEEP. I thought only sheep got lost in the forest. You're *not* a sheep, are you?

VIRGINIA (*howling*). Nooooo ...

BO PEEP. So how come you're lost?

VIRGINIA. I was raised in the city. City-dwellers don't know how to navigate the woods.

BO PEEP. Then why come here?

VIRGINIA. I had no choice! I had to answer the call of the wild!

BO PEEP. The what?

VIRGINIA. The urge to find the part of me that's missing—the part that only exists here, in the forest. This urge is especially strong during the full moon.

BO PEEP. There was a full moon last night!

VIRGINIA. Exactly! So last night I followed my instincts—but instead of finding whatever it is I'm missing, I managed to lose myself in this forest. (*She sneezes violently.*) And catch this cold.

BO PEEP. Gesundheit.

(We hear the bleating of a sheep offstage. BO PEEP turns towards it.)

BO PEEP (*cont'd*). Snowflake! (*She starts to exit, then turns back to VIRGINIA.*) Look, I'm sorry you're lost and I hope you find what you're looking for but I gotta go! (*Calling off.*) Snowflake, stay right where you are, girl!

(BO PEEP exits. VIRGINIA howls again in misery. Beat. We hear another howl in the distance. VIRGINIA hears it and howls again. Another howl in the far distance. VIRGINIA picks up her suitcase and exits in the direction of the sound, howling. GRANNY enters opposite. During the following scene, each character moves in a choreographed sequence, oblivious to the presence of the others who are in separate parts of the forest.)

GRANNY *(calling off)*. BO PEEP!

(HUNTER enters opposite GRANNY, carrying the gun.)

HUNTER *(calling off)*. BO PEEP!

(GRANNY moves C. PETER enters behind her.)

GRANNY *(calling off)*. Where are you, girl ... ?

PETER *(calling off)*. BO PEEP!

(HUNTER moves C. RED enters behind him.)

HUNTER *(calling off)*. Can you hear me ... ?

RED *(calling off)*. BO PEEP!

(PETER moves C. BO PEEP enters behind him.)

PETER *(calling off)*. Where are you, Bo Peep ... ?

BO PEEP *(calling off)*. SNOWFLAKE!

(RED moves C. WOLF enters behind her.)

RED *(calling off)*. We have news, Bo Peep ... !

WOLF *(howling)*. AAAA OOOOOOOOOO HHHHHHHH!

(BO PEEP moves C. VIRGINIA enters behind her.)

BO PEEP (*calling off*). *I know you're here someplace, Snowflake ...*

VIRGINIA (*howling*). *AAAAOOOOOOOOHHHHHHHHH!*

RED (*calling off*). *We have news ...*

PETER (*calling off*). *We have news ...*

GRANNY (*calling off*). *We have news ...*

HUNTER (*calling off*). *We have news ...*

BO PEEP (*calling off*). *Snowflake, where are you?! (Exits hastily.)*

RED, PETER, GRANNY & HUNTER (*calling off*). *THE WOLVES ARE BACK!*

WOLF & VIRGINIA (*howling*). *AAAOOOOOHHHHH!*

(All exit. Beat. We hear the sounds of the forest for a few moments, then we hear a pig snort. CLARISSA enters wheelbarrowing BRICK 1 and BRICK 2 onto the stage.)

BRICK 1 & BRICK 2 (*singing*). *Brick! We're brick!*

There's nothing tougher than brick!

When nothing else will do the trick

Use brick! Use brick! Use brick!

(CLARISSA stops C and holds her lower back.)

CLARISSA. *You guys weigh a ton. (Calling off.) Arnold? Wilbur?! Where are you?*

(We hear a few snorts, then ARNOLD PIG and WILBUR PIG enter.)

CLARISSA (*cont'd*). *There you are. C'mon! We need to build a house before the wolves get us and we're ripped to shreds!*

WILBUR. *What house? What wolves?*