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Dramatic Publishing

The Tallest Tale Ever Told

Comedy/Adventure by Vivian Snipes



“The adventures of Sally Ann Thunder Ann Whirlwind—made of stardust, sunlight and spitfire—fit the bill.”

—www.kentucky.com

“An original play devoted to the fine art of exaggeration, over-the-top embellishment and larger-than-life hyperbole.”

—www.kentucky.com

The Tallest Tale Ever Told

Comedy/Adventure. By Vivian Snipes. *Cast: 2m., 2w. Can be expanded up to 10m., 4w., 16 either gender. Puppetry opportunities for expanding cast.* This highly theatrical tall tale is a narrative based in fact that includes embellishment, enhancement, enlargement and aggrandizement! So let the thunder roll as Davy Crockett saves the world from imminent destruction. When the sun gets stuck between two mountains, Davy grabs Bartholomew Bear by the fur, tossing him to and fro, greasing and releasing the sun. Head reeling, Bear Backwards Bartholomew swears revenge as Davy falls in love with the power of the sun and stars. Then the most fateful day arrives—the day Sally Ann Thunder Ann Whirlwind was born. Made of stars and sunshine, she can outrun all nine of her brothers (played by one actor or nine!). But when relegated to “women’s work,” Sally Ann dreams of discovering her destiny and sets off on life’s journey. Using her wits, Sally Ann survives the seasons, and Davy learns Sally Ann is made of sunshine and stardust. She can, and will, change the world for the better. *Flexible staging. Approximate running time: 60 minutes. Code: TU3.*

Cover: Lexington Children’s Theatre, Lexington, Ky., featuring (clockwise from upper left) Michael Whitten, Ashley Isenhower, Deidre Cochran and Antony Russell.

Photo: Eric Abele. Cover design: Molly Germanotta.

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The Tallest Tale Ever Told

By

VIVIAN SNIPES



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IMPORTANT BILLING AND CREDIT REQUIREMENTS

All producers of the play *must* give credit to the author of the play in all programs distributed in connection with performances of the play and in all instances in which the title of the play appears for purposes of advertising, publicizing or otherwise exploiting the play and/or a production. The name of the author *must* also appear on a separate line, on which no other name appears, immediately following the title, and *must* appear in size of type not less than fifty percent (50%) the size of the title type. Biographical information on the author, if included in the playbook, may be used in all programs. *In all programs this notice must appear:*

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In addition, all producers of the play must include the following acknowledgment on the title page of all programs distributed in connection with performances of the play and on all advertising and promotional materials:

“*The Tallest Tale Ever Told* was originally produced by Lexington Children’s Theatre, Lexington, Kentucky; Larry Snipes, producing director; Vivian Snipes, artistic director.”

The Tallest Tale Ever Told was given its premier production by Lexington Children’s Theatre, Lexington, Ky., with touring performances Feb. 6 to May 3, 2013, and in-house and public performances May 5 to May 12, 2013.

Cast:

DEIDRE COCHRAN: Storyteller, Sister Eagle, Acrobatic Frog, Townsperson, The Stars, Sally Ann Thunder Ann Whirlwind’s Mother, Bevy of Busy Bees, Hangry Alligator and Cantankerous Tree

ASHLEY ISENHOWER: Storyteller, Davy Crockett’s Mother, The Sun and Sally Ann Thunder Ann Whirlwind

ANTONY RUSSELL: Storyteller, Brother Bear, Acrobatic Frog, Townsperson, Mister Beaver, Trembling Tree, Another Hangry Alligator and Bartholomew Backwards Bear

MICHAEL WHITTEN: Storyteller, Alligator, Davy Crockett, and all nine of Sally Ann Thunder Ann Whirlwind’s Brothers (Stephen, Spencer, Samuel, Seth, Seymour, Sheldon, Sherman, Sean and Simon)

Crew:

Director Vivian Robin Snipes
Scenic Design..... Jerome Wills
Costume Design..... Eric Abele
Lighting Design Zachary Alexander
Properties Design.....Jessie Shur
Stage Manager Tiffany Lutz
Tour Manager..... Michael Whitten

The play was given its second production by Columbus State University, Columbus, Ga., with public performances Jan. 15 to Jan. 18, 2015, and touring performances Jan. 20 to April 30, 2015.

Cast:

KASIE MARIE SLAY: Storyteller, Sister Eagle, Acrobatic Frog, Townsperson, The Stars, Sally Ann Thunder Ann Whirlwind's Mother, Bevy of Busy Bees, Hangry Alligator and Cantankerous Tree

HALEY MASENTHIN: Storyteller, Davy Crockett's Mother, The Sun and Sally Ann Thunder Ann Whirlwind

COREY WILLIAM WOLFGANG: Storyteller, Brother Bear, Acrobatic Frog, Townsperson, Mister Beaver, Trembling Tree, Another Hangry Alligator and Bartholomew Backwards Bear

BLAKE COPELAND: Storyteller, Alligator, Davy Crockett, and all nine of Sally Ann Thunder Ann Whirlwind's Brothers (Stephen, Spencer, Samuel, Seth, Seymour, Sheldon, Sherman, Sean and Simon)

KYLE EASON: Blake Copeland's understudy

Crew:

Producer and University Liaison Brenda Ito
Director Vivian Robin Snipes
Scenic Design..... Jerome Wills
Supplemental Scenic and Properties Design..... Sam Renner
Costume Design Eric Abele
Supplemental Costume Design Kimberley Garcia
Lighting Design Chris Head
Sound Design Krystal Kennel
Stage & Tour Manager Natalie Brock

Dedicated to:

Alex Simpson—

The truest Sally Ann Thunder Ann Whirlwind I know.

And Eric Abele—

Who taught me that the tallest tale is told in two words.

The Tallest Tale Ever Told

CHARACTERS

Storyteller 1

Storyteller 2

Storyteller 3

Storyteller 4

Davy Crockett's Mom (reduced to DC MOM)

Brother Bartholomew Bear (soon to be backwards)

Bevy of Busy Bees

Mister Alligator (the hangriest alligator ever in existence)

Davy Crockett (the frontiersman)

Group of Acrobatic Frogs

Jebediah and Ebenezer (those two old geezers who sit on the general store porch playing checkers and gossiping)

The Sun

Sally Ann Thunder Ann's Mother (a huge Laura Ingalls Wilder fan; reduced to SATAW MOM)

Sally Ann Thunder Ann Whirlwind (a girl made of sunshine and stardust)

Sally Ann Thunder Ann Whirlwind's Brothers (from oldest to youngest: Stephen, Spencer, Samuel, Seth, Seymour, Sheldon, Sherman, Sean and Simon)

Cows (Bossy, Bert, Gert, Grace, Arabella)

Mister Beaver

Passel of Hangry Alligators

Assorted Trees (could be made of scenery if desired)

CHARACTER NOTES

The Tallest Tale Ever Told was written for a cast of four (2m., 2w.) with the following breakdown:

ACTOR 1 (m): Storyteller 1, Brother Bear, Acrobatic Frog, Townsperson, Mister Beaver, Old Gossip Ebenezer, Hangry Alligator Eb and Bartholomew Backwards Bear

ACTOR 2 (w): Storyteller 2, Acrobatic Frog, Townsperson, Sally Ann Thunder Ann Whirlwind's Mother, Bevy of Busy Bees, Old Gossip Jebediah and Hangry Alligator Jeb

ACTOR 3 (w): Storyteller 3, Davy Crockett's Mother, The Sun and Sally Ann Thunder Ann Whirlwind

ACTOR 4 (m): Storyteller 4, Another Alligator, Davy Crockett and all nine of Sally Ann Thunder Ann Whirlwind's Brothers (Stephen, Spencer, Samuel, Seth, Seymour, Sheldon, Sherman, Sean and Simon)

Some companies may wish to expand the number of performers beyond four. By all means, do so. Most of the additional characters could be either gender, but it is important that Sally Ann is the only girl among the nine brothers. Women portraying some of the brothers (when cast individually) must be dressed and portrayed as males.

To facilitate understanding of who is playing whom with four actors, the script indicates the character first followed by (1) (2) (3) or (4) corresponding to the roles listed above. If you have the luxury of casting every role, please ignore the numbers in parentheses. The script is written with stage directions as if being performed by four actors. In the original production, the actors rarely left the stage, so entrances and exits are seldom noted in the text unless vital. You may certainly make your own choices about staging and entrances and exits.

An alternate beginning/curtain speech providing audience guidelines for your performance and additional notes on characters, costumes, sets and properties can be found in the back of the book.

PRODUCTION NOTES

Our actors quickly switched between characters, adjusting vocal pitch, rate and tempo as well as physical stance and gait. There were some costume changes, primarily add-on pieces, but especially in the instance of actor 4 playing all nine brothers as a solo performer. He used a hat, bandanna, and suspenders; everything else was accomplished by the performer.

Speaking of the brothers, let's talk about them! It is a daunting task and true challenge to have one actor create all nine brothers. It's important that the audience recognize each one independently. I encourage you to vary vocal pitch, placement, tempo and anything else you can think of to help distinguish them. Stage his movement to carefully distinguish what each is doing. Even though the actor is only one person, if he sees the others around him, and they poke each other, jostle, and react to each other, the audience will see them as well.

Following is a list of the character traits that were used as a guideline during development, rehearsal and performance that helped make each brother unique.

STEPHEN is the toughest with the deepest pitch. A working man. Stalwart. Solid. Stoic. Every bit of him is muscle, yet he's very lithe. Hat down over eyes and most of the face. Dismissive of Sally Ann.

SPENCER talks very slowly and carefully in a low pitch. He carefully selects each word he says. He's burly and weighs a ton; a gentle giant who is not the brightest candle in the bunch. Hat square on head.

SAMUEL is very guttural and choppy in language, with a thick Texas accent. Hat pushed back like the cartoon character Yosemite Sam.

SETH is a nervous Nellie. He could have a slight stammer and has no other accent or dialect. He's always moving at hyper speed. Overly excited to the point of being jittery. Hat squished/wrung in hands.

SEYMOUR is on the brink of having his voice changing. He can't control it, so it swings low then high. He is awkward and gawky but loyal as the day is long. Hat square on head, always holds/plays with suspenders.

SHELDON is very nasal. He is the most curious in the bunch. Hat square on head. Suspenders off shoulders.

SHERMAN is a negative Norbert. All of his sound is at the front of his teeth. Sharp and bristly. Hat askew.

SEAN is a very gracious antebellum Southern gentleman. Hat in hand with which to gesticulate.

SIMON has a youthful (but honest) higher pitch. He is the essence of energy, innocence and joy. Brim of hat pushed up flat. Walks on his tiptoes—almost dances with joy.

You may certainly make other choices, but please ensure that, with the exception of Simon and Sean who soften earlier than the rest, there is obvious distaste for Sally Ann; she is a girl after all! Stephen is the last brother to embrace her, literally and figuratively, and he should not soften until her leave-taking.

SCENIC ELEMENTS LIST

- 9' x 16' Backdrop (Velcro at top)
- 16' Wooden Header (corresponding Velcro)
- Header Pin
- 3 Spike Bases
- 3 Conduit Poles (9')
- 2 Tall Black Stools
- 2 Medium Black Stools

2 Small Black Stools
2 Black Coat Racks
2 Black Coat Rack Bases (with pins)
Large Galvanized Washtub

PROPERTIES LIST

Percussive Instruments:

Slapstick
Large Thunder Drum
Small Thunder Drum
Small Rain Stick
Large Rain Stick
3 Birdcall Whistles
Kokoriko (crickets)
Medium-sized Galvanized Bucket
Hoberman Sphere (Sun)
Sun Rays
Detachable Sun Ray
Finger Rave Flashlights (stars)
Washboard
16' of Clothesline
Large aluminum mixing bowl (mashed taters)
1" x 20' Black Nylon Rope (river)
Toolbox:
Crosscut Saw
Keyhole Saw
Back Saw
Double-handled Lumberjack Saw
Shears
Axe
Pickaxe

Double-sided quilt

Side 1: Yellow backing with black binding

Side 2: 3" squares of fabric to match costumes

Walnut (that splits in half)

Sunflowers on an open pipe (fits on stool)

Beehive (Hat)

9 Busy Bees on 2 manipulator rods

Roast Chicken (on a plate)

Dinner Pie (use one from hat of pies)

Fork

Hat of Pies:

Deep Dish (base)

Apple

Cherry

Blackberry

Pumpkin

Peach

COSTUME NOTES

Costumes may be as simple or complex additions as you wish but need to allow for the fluidity of the story.

STORYTELLER #1 (m)

Base costume:

Purple shirt

Blue vest

Green tie

Yellow suspenders

Brown-striped period pants

Brown boots

Tall socks

BEAR Rug Poncho
BEAR face hat
Brown furry BEAVER bowler
BEAVER tail
BEAVER teeth
Fake moustache (EBENEEZER)
Brown bowler (EBENEEZER)

STORYTELLER #2 (w)

Base costume:

Fuchsia blouse
Brown skirt with green belt and purple ruffle
Brown boots
Tall socks/tights
Orange plaid shawl with yellow yarn fringe (DC MOM)
Quilted apron (SATAW MOM)
Yellow and purple bonnet (SATAW MOM)
Fake moustache (JEBEDIAH)
Black bowler (JEBEDIAH)

STORYTELLER #3 (w)

Base costume:

Yellow blouse
Tan Big-Sky riding skirt
Brown boots
Tall socks/tights
Red star smock (SALLY ANN, young)
Red star vest (SALLY ANN, 14th birthday)
Coonskin cap with colored tail (added at 14th birthday)
Beehive hat (packed with properties)
Pie Hat (packed with properties)

STORYTELLER #4 (m)

Base costume:

Orange shirt

Red flat fall period pants

Green suspenders

Brown boots

Tall socks

Coonskin cap (DAVY CROCKETT, young and old)

Quilted neckerchief (All BROTHERS)

Tan hat with red band (All BROTHERS)

Denim coat with red yarn fringe (DAVY CROCKETT, older)

Orange belt sash with yarn fringe attached to coat

ALTERNATE OPENING / CURTAIN SPEECH

There may be times when you wish to provide audience guidelines for your performance. Following is a sample that was used when touring into schools. Feel free to adjust and adapt as needed for your purposes.

STORY 1. LLLLaaaaaadies—

STORY 4. And—

STORY 2. Gentlemen.

ALL. We—

STORY 1. Are from <insert name of theatre company>—

STORY 2. Located <inset city and state as desired>.

ALL. We—

STORY 3. <Insert an interesting fact about your organization or city>—

STORY 4. <Insert another that seems outrageous>—

STORY 2. <Add any explanation as/if needed>.

STORY 1. And that's the truth—

ALL. Not a tall tale. We—

STORY 4. <Insert STORYTELLER #1 first name>,

STORY 2. <Insert STORYTELLER #2 first name>,

STORY 1. <Insert STORYTELLER #3 first name>,

STORY 3. And <insert STORYTELLER #4 first name>,

STORY 1. Are here today—

STORY 4. To share with you—

ALL. *The Tallest Tale Ever Told!*

STORY 1 & STORY 3 (setting up the joke). How tall is it?

STORY 4. Sky high!

STORY 1. Allow us to transport you to a simpler time,

STORY 4. An earlier time,
STORY 2. A time of possibility and promise.
STORY 1. A time without crinkly candy wrappers,
STORY 2. Popcorn in the seats,
STORY 3. Or sodas in your hands,
STORY 4. As there is no food or drink permitted in the theatre.
STORY 3. Travel with us—
STORY 1. To a time before newfangled electronic gadgetry
existed.
STORY 2. A time before we allowed technology to glue our
eyeballs to glowing screens.
STORY 1. So turn your cellphones and iPads off,
STORY 4. And put your cameras away,
ALL. Until after the show.

*(Everything stops for a beat as ALL gather together for a
“photo opportunity pose.”)*

STORY 2. And now ...
STORY 1. Allow us to entertain you with a few tall tales,
STORY 2. Exaggerations,
STORY 3. Whoppers,
STORY 1. Stretchers,

(Script continues as written.)

The Tallest Tale Ever Told

(The premise of the story is loosely based on a Mark Twain style liar's competition. There is much rivalry and one-upmanship but also a very sportsmanlike banter and playfulness amongst the narrators. At varying times, each narrator is attempting to control and guide the story and take it in a [potentially] unexpected direction for the other actors.

As the actors enter, they group tightly together beside or on six stools [two each of small, medium and tall height] before a simple backdrop. They pose in excited anticipation of the liar's competition that is about to unfold. NOTE: If the text indicates the actors go offstage, they always exited behind the backdrop. The original production toured schools, and we could not count on there being wing space [or even a stage], so all entrances and exits were made from behind the backdrop. Your production may have different parameters.)

STORY 1. LLLLLaaaaaadies—

STORY 4. And—

STORY 2. Gentlemen.

ALL. We—

STORY 1. Are here today—

STORY 4. To share with you—

ALL. *The Tallest Tale Ever Told!*

STORY 1. And that's the truth—

ALL. *Not a tall tale.*

STORY 3. How tall is it?

STORY 4. Sky high!

STORY 1. Allow us to transport you to a simpler time,

STORY 4. An earlier time,

STORY 2. A time of possibility and promise, as—

ALL. We—

STORY 1. Entertain you with a few tall tales.

STORY 2. Exaggerations!

STORY 3. Whoppers.

STORY 1. Stretchers!

STORY 4. Outright lies in some instances.

STORY 3. And yet—

STORY 2. As with any tall tale—

STORY 3. It is a narrative based in fact—

STORY 4. That includes some—

STORY 1. Embellishment,

STORY 2. Enhancement,

STORY 3. Enlargement,

STORY 4. And aggrandizement!

STORY 1. OooOooo. That's a 10 dollar word.

STORY 4. Thank you. I owe it to reading the dictionary and my *thesaurus*.

STORY 1. Theese saurus? What kind of dinosaur is that?

STORY 4. One with an extensive vocabulary.

ALL (*like a drum sting after a bad joke*). Buh-duh-chhhhhing!

STORY 2. Today's performance,

STORY 3 (*one-upping*). Production,

STORY 1. Presentation,

STORY 4. Portrayal,

(NOTE: This brief exchange between the men establishes a convention used throughout the play. Each gentleman is

trying to be better than the other—outdoing himself to one-up the other. They get so carried away they often forget the women exist and are jarred back to reality as the women interrupt their revelry.)

STORY 1. Staging,
 STORY 4. Entertainment,
 STORY 1. Merriment,
 STORY 4. Enactment,
 STORY 1. Dramatization ...
 STORY 2 & 3. Gentlemen!

(STORY 1 and STORY 4 look at the girls.)

STORY 2 & 3 (*cont'd*). It's a play.
 STORY 1. So let's play! On this day a long, long time ago,
 STORY 4. When this nation was younger than you are now;
 STORY 2. When trees covered the countryside tighter than
 peas in a pod;
 STORY 3. And rivers meandered wilder than side-winding
 snakes—
 STORY 1. When birds, bears and buffalo outnumbered the
 inhabitants—
 STORY 4. And settlers strove to carve a meager existence
 from the land;
 STORY 1. Amazing men—
 STORY 3. *And women—*
 STORY 1. Accomplished astounding adventures!

(STORYTELLERS pick up percussive instruments and create thunderstorm sounds. NOTE: All sounds in the original production were created live onstage by the actors

in full view of the audience—walking, talking, acting and creating sound all at the same time. Simple, primarily hand-held, percussive instruments were used by the actors to create the storms: an ocean wave drum or sand blocks for wind, slapstick for lightning, rain stick for rain and thunder drum for thunder. We had assorted bird calls/whistles, ratchets (crickets), guiros, maracas and a variety of bells. Sound could be pre-recorded if you chose, or having a live “orchestra,” whose job is to create all the sounds of the play would be another option.)

STORY 1. One fateful day, the clouds clambered in and covered up the sun.

(STORY 3 creates distant rolling thunder. STORY 2 creates rain.)

STORY 4. It was black.

STORY 1. It was blacker than black.

STORY 4. Black as a crow’s wing dipped in ink.

STORY 1. Black as a raven in a coal mine.

STORY 4. Black as a bottle of India ink.

STORY 1. Blacker than a blind man with his eyes closed.

STORY 4. Black as a midnight sky under a new moon.

STORY 1. Black as a starless night.

STORY 4. Black as an underground cave.

STORY 1. Black as a coal mine.

STORY 4. Black as a winter chimney.

STORY 1. Black as soot!

STORY 2 & 3. Gentlemen!

STORY 2. We get it.

STORY 3. It was dark!

STORY 1. Oh. Well then ... One fateful day, a long, long time ago—

STORY 2. When this nation was younger than you are now—

(NOTE: In the storytelling spirit, find quick, interesting ways for the STORYTELLERS to illustrate these mini tall tales. There are a myriad of these moments throughout the play. Explore and exploit them all!)

STORY 1. Winds were so strong, you'd take a step and find yourself in the next county—

STORY 4. Summer's sun shone so hot, corn growin' in the fields would pop right on the stalk—

STORY 3. Spring sprang from the ground faster than a jack-in-a-box—

STORY 2. Fall fell faster than gravity's pull—

STORY 1. And winters were so cold, a person's shadow would freeze in place.

(STORY 3 adds DC MOM apron, bundling the rolled up blanket under it to provide the illusion of being pregnant. She absentmindedly rubs her "pregnant" tummy with great love.)

DC MOM (3) *(singing softly)*. Hush little baby don't say a word; Momma's gonna buy you a mockingbird.

(DC MOM continues humming underneath. NOTE: This is the readily available folk song "Hush Little Baby, Don't You Cry." DC MOM may sing as many verses as needed under the dialogue.)

STORY 1. The wind whispered and whistled through the trees.

STORY 4. The sky streaked with lightning.

STORY 1. And thunder rolled through the valley.

STORY 2. But not a drop of water fell from the sky ...

(Loud clap of thunder startles DC MOM who turns upstage to look at the storm.)

STORY 1. And still the thunder rolled ...

STORY 2. Until the storm faded in the distance,

STORY 4. Replaced by early morning quiet,

STORY 1. And the gentle song of bluebirds ...

(Bird calls and crickets begin.)

STORY 2. Singing welcome to a new child.

(DC MOM turns, holding the bundled blanket as if it is a baby. She rocks the child. STORY 1 crosses to both see the baby and proudly make an announcement.)

DC MOM (3) *(beaming)*. A bouncing baby —

STORY 1. Boy!

DC MOM (3) *(confused)*. A boy?

STORY 1 *(confidently)*. A boy.

DC MOM (3). But—

STORY 1. All the animals of the forest came to ooOOoo and aaaAAAaah over him.

(BEAR approaches.)

DC MOM (3). Welcome Brother Bear.

(NOTE: At this early quick moment of greeting we did not yet add the additional animal costume pieces that are seen later.)

BEAR (1) *(almost a growl but still gentle)*. OoooOOOOoooo.

(BEES approach.)

DC MOM (3). Look who's here, Busy Bees.

BEVY OF BEES (2). *BzzzzZZZZZZzzzzz—BzzzzZZZZZZzzzzz.*

ALLIGATOR (4) *(moving in quickly)*. *AaaaaAAAAAaaaaagh.*

DC MOM (3) *(surprised but polite)*. C-C-C-Careful, Mister Alligator!

(Animals remain huddled around.)

DC MOM (3). And somewhere in the middle of all those ooooh's ...

BEAR (1). OoooOOOOoooo.

DC MOM (3). And aaaah's

BEES (2). *BzzzzZZZZZZzzzzz.*

(DC MOM unfurls /shakes the quilt in the air in front of her; and DAVY CROCKETT [DAVY (4)] comes out from underneath, putting his coonskin hat on his head.)

DAVY (4). That boy jumped out of her arms and started growin'.

(DAVY takes his first steps, learning to walk.)

DC MOM (3). Because all babies in tall tales come out fully grown, and talkin' a mile a minute.

(DAVY toddles comfortably across the stage.)

STORY 1. He grew so fast,

STORY 2. One arm stuck out a window.

STORY 1. T'other stuck out the door.

DAVY (4). That boy's head and shoulders busted right through the roof!

(NOTE: Our actors used six stools to create all environments. When DAVY burst's one arm out the window, he thrust one arm through the legs of a midsize stool, so the seat rested on his shoulder. The other midsize stool went on his other arm; and a small stool went over his head so he was "wearing" three stools that he then "shook off.")

STORY 1 & 2. And there he was ...

DC MOM (3). Wearin' the house like it was clothes!

DAVY (4) *(shaking off the house parts bit by bit)*. Can't shut me up indoors! I'm sorry, Momma, but I'm running away from home; heading for the riverbank, and forest, and that there group of acrobatic frogs.

(STORY 1 and 2 suddenly become acrobatic frogs. DAVY joins them for two hops, two ribbits, and then all transform back. NOTE: There are many moments where the storytellers are creating and indicating to the others what happens next, thus transforming them into another character. In this instance, DAVY transforms them into frogs, then quickly back again, merely by pointing at those he wishes to become frogs.)

DAVY (4). Gonna learn to shoot sharper!

(All raise their arms as if sighting down their guns for a shooting competition.)

STORY 2. Pull!

(All track the skeet and fire at it. DAVY is victorious.)

DAVY (4). Wrestle harder!

(STORY 1 and DAVY have a quick wrestling match. DAVY is victorious.)

DAVY (4) *(cont'd)*. And track better than any man in the eastern territories.

(STORY 1 moves like BEAVER and waddles around a stool as if sizing it up to gnaw down. STORY 2 and DAVY begin hunting/tracking the BEAVER. DAVY sneaks around the tree trunk and finds the BEAVER first.)

DAVY (4) *(cont'd, points and stands triumphantly)*. Ah-HAH!!!

STORY 1 & 2 *(disappointed)*. Awww!

DAVY (4). Wahoooo!

(DC MOM grabs DAVY's ear and holds him in place.)

DC MOM (3). Now just a cotton pickin' minute, young man!
The whole town—

(STORY 1 and 2 transform into the two gossiping townspeople JEBEDIAH (2) and EBENEEZER (1). NOTE: JEBEDIAH and EBENEEZER are those two old fogies who sit on the general store porch all day long. In this moment, neither added the oversized moustaches and hats in which they would be seen later when fully portraying the characters.)

DC MOM (3) *(cont'd)*. Is talkin' about a—

DC MOM (3), JEBEDIAH (2) & EBENEEZER (1). Toddler!

DC MOM (3). Raising a—

DC MOM (3), JEBEDIAH (2) & EBENEEZER (1). Ruckus!!

DC MOM (3). With a bunch of—

DC MOM (3), JEBEDIAH (2) & EBENEEZER (1). Acrobatic frogs!?!

(STORY 1 and 2 quickly become acrobatic frogs. DAVY joins them for two hops and two ribbits, and then all transform back. DC MOM regrabs DAVY by the ear.)

DC MOM (3) *(cont'd)*. From now on you'll stay home and behave like a normal young'un, Davy Crockett!

DAVY (4). Oh, Maw!

(DAVY (4) sits dejectedly on a stool. DC MOM transforms back to STORY 2.)

STORY 1. Now a year to the day from Davy's birth, a terrible chill crept over the earth. The clouds opened and shed a thousand tears.

DAVY (4). Falling from the sky like buffalo hooves pounding against the ground.

STORY 1. And a cold, biting wind churned and whined through the trees.

DAVY (4). Freezing the rain on rooftops,

STORY 1. Mountaintops,

DAVY (4). Hill tops,

STORY 1. Treetops,

DAVY (4). Housetops,

STORY 1. Blacktops,

DAVY (4). Backstops,

STORY 1. And laptops!

STORY 1. Trees turned to icicles,

DAVY (4). Lakes to skating rinks,
STORY 1. And rivers became ribbons wrapping everything
up as pretty as a package.

(Everyone stops and stares at STORY 1.)

STORY 1 *(cont'd)*. What?!? A boy can't mention something
being pretty?

STORY 3 *(overlapped)*. Of course they can.

STORY 2 *(overlapped)*. I don't know why not!

DAVY (4). Girls don't corner the market on talkin' about pretty
ya know. *(Resuming the story.)* And still the temperature
dropped.

*(STORY 3 gets into the sun and begins to climb the mountain
of stools. NOTE: The original production used a Hoberman
Sphere spray painted yellow as a representation of the sun
so it could be large or small at any given moment. It also
allowed us to see SALLY ANN, who is made of stars and
sunshine, when she was in the sun [she slid the sphere over
her head and shoulders, holding it so she was centered in
the fully extended sphere.]*)

STORY 2. It dropped so low, candle flames froze—

STORY 1. Hot springs ran cold—

STORY 2. And river locks, locked up.

STORY 1. It dropped so far below zero that the sunrise froze
solid!

(SUN stands frozen.)

STORY 2. The sun caught between two blocks of ice—