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Family Plays



THE ANTIQUES WON'T Go AWAY

Comedy by
JOHN TISSOT

THE AUNTIQUES WON'T GO AWAY

John Tissot has had many novels, short stories and nonfiction articles published. His "Auntiques" plays are dramatizations of his short stories.

Comedy. By John Tissot. 4 to 8 m., 4 to 10w., 1 either gender. Since there was an enthusiastic response to *The Auntiques and the Valentine Card*, John Tissot wrote more of the adventures of Mandy and Flo, the lovably comical spinster aunts, and their antique shop appropriately named "The Auntiques." Mandy and Flo may be played by actresses of virtually any age. The parts are good training for high-school or middle-school girls in developing character roles. They are, of course, delightful for mature actresses. Flo has a penchant for wild, colorful clothes, and her actions are just as wild. Never finding romance in her younger years, she makes up for it by living every moment with all the zest she can muster. Mandy is more serious and tries hard to keep her sister out of trouble. But Mandy has her own eccentricities: She hears her flowers talking to her. The audience doesn't hear them, but Mandy says they predict the future. The plot of each play proves their predictions true! ***The Auntiques and the Gunman*** (2m., 3w. Approximate running time: 15 to 20 minutes). A young man with a gun enters the shop. He wishes he hadn't after the aunts get through with him. ***The Auntiques and the Baby*** (2m., 3w, 1 either gender. Approximate running time: 30 minutes). A young mother abandons her newborn baby in the shop. Mandy wants to call the police, but Flo, who has always wanted children, says they should keep him. ***The Auntiques and the Mystery Man*** (4m., 4w. Approximate running time: 45 minutes). Flo, in delivering an expensive diamond ring to a customer, flashes it in the face of a well-dressed man. He flirts with Flo; she is thrilled and a romance quickly develops. Mandy thinks he is a con man after their money. What to do! *The three plays are one-act length. All three together make a thoroughly enjoyable full evening's entertainment. Each alone makes a good contest play or an entertaining half hour or so of fun for any occasion. Setting: a shop interior. Time: the present. Costumes: modern. Most roles may be any age. Approximate running time: 90 to 110 minutes. Code: AJ4.*

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The Auntiques Won't Go Away

THE ANTIQUES WON'T GO AWAY

By JOHN TISSOT

**Three More Adventures
with Mandy & Flo**

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- **THE ANTIQUES AND THE MYSTERY MAN—p. 25**

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ABOUT THE PLAY

Because of the enthusiastic response to *The Auntiques and the Valentine Card*, we asked John Tissot for more of the adventures of Mandy and Flo, the lovably comical spinster aunts, and their antique store appropriately named "The Auntiques." The three plays in this volume are the result.

Mandy and Flo may be played by actresses of virtually any age. They are in their fifties, but at times they appear laughably childish. The parts are good training for high school or middle school girls in developing character roles. They are, of course, delightful for mature actresses also.

Flo has a penchant for wild, colorful clothes as worn by her favorite character in the latest novel she has read. Her actions are as wild as her clothes. Never finding romance in her younger years, she makes up for it by living every moment with all the zest she can muster. If she appears ridiculous at times, she doesn't care.

Mandy, a year younger, is more serious and spends a good deal of time trying to keep her sister out of trouble. But Mandy has her own eccentricities: she carries on conversations with her pet canary, Caruso; and she hears her potted plants and flowers talking to her. Do they *really* speak? The audience doesn't hear them, but Mandy says they predict the future. The plot of each play brings their predictions true!

Most of the other roles may be any age, as indicated in the cast lists.

The three plays are one-act length. All three together make a thoroughly enjoyable full evening's entertainment. Each alone makes a good contest play or an entertaining half hour or so of fun for any occasion.

The author, John Tissot, lives in California, where he taught school for 30 years and served on the school board upon retirement from teaching. He has had many novels, short stories, and non-fiction articles published. His "Auntiques" plays are dramatizations of his short stories.

The AUNTIQUES and the GUNMAN

By John Tissot

A Comedy in One Act

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THE ANTIQUES AND THE GUNMAN*Characters*

Mandy Gunter, a woman in her late fifties

Flo Gunter, Mandy's slightly younger sister

Joe, a young man about 17 years old

Mabel, a woman, age not important

Man, 30 or older, age not important



Place: An antique store

Time: The present

Scene 1: About nine in the morning

Scene 2: A few hours later

**ABOUT THE PLAY**

Mandy and Flo, two old maid aunts, run an antique shop, which they call "The Antiques." Flo, the older, never found romance so she makes up for it by living every moment with all the zest she can muster, even if it makes her look ridiculous at times. Mandy, a year younger, is more serious. Sometimes she envies her sister's gusto for life and goes along with her fantasies.

This day they confront a problem becoming more and more familiar: A gunman enters their shop.

THE AUNTIQUES AND THE GUNMAN

Scene 1

[The CURTAINS open revealing the interior of an antique shop named "The AunTIques" (a sign somewhere in the set should bear this name). There are two doors. One is the front door leading to the street. It has a leather strap with several bells that jingle when opened. Near the door is a show window. On a shelf below the window are displayed a number of objects for sale. Along the inside edge of the shelf is a row of pots containing cactus plants and geraniums. A watering can sits along side. The other door leads to a back storeroom. A cash register and a phone sit on a counter. The shop has display shelves or racks filled with objects for sale. Some tables and chairs. A moose head on the wall]

MANDY. *[She unlocks the front door from the outside. As the BELLS jangle, she enters. She is wearing a summer outfit for a hot day. She leaves the door open. From behind the door to the storage room come sounds of a CANARY singing]* Gonna be another scorching day. *[She sets her purse near the cash register. Loudly:]* Yes, yes, Caruso. I know you want your cage cleaned. *[The CANARY sings louder. She stops by a table and picks up an old newspaper from a pile and looks at it]* Hope you don't object, Caruso. You're gonna have Garfield staring up at you all day. *[The sound of the CANARY becomes louder and angrier. She drops that newspaper and picks up another paper]* Okay. Okay. You can have some want ads if that meets with your approval. *[The CANARY sings happily. MANDY goes into the back room and a moment later she comes out carrying a bird cage with a canary in it. She carries it to the open front door and holds it up. To bird:]* You know, sometimes I feel a little sorry for you. But today I don't think you'd want to go out there. It's hot out there. *[She listens to the bird]* How hot is it, you ask? It's so hot the birds are taking taxis. *[She smiles, takes the cage to a table and sets it down. She goes to pick up the watering can, shakes it, looks in it to see if it has water, then starts to water the plants. Suddenly she stops and listens to a plant. To herself out loud:]* You hear that, Caruso? One of those plants just said, "Raise 'em high." That's what it said. "Raise 'em high." *[To plants:]* Why do you do this to me? Talk to me when I'm here alone? Except for Caruso,

of course. *[She waters another plant]* How do you do that? I can hear you but I know that's impossible...And it's never good news. Always about something bad that's about to happen. How do you know? How do you know?

[As Mandy is saying these words and watering the plants, FLO GUNTER comes in. She is dressed in men's leather pants, a cowboy shirt, a holster, a cowboy hat and bandanna]

FLO. You talking to your plants again, Mandy?

MANDY. *[She jumps]* No. I mean...

FLO. Are they talking to you again?

MANDY. I know you don't believe they can, so I'd just as soon forget it. Anyway, it's too hot to argue.

FLO. Hot? *[Attempting a movie cowboy accent]* Hotter'n a lizard on a dune west o' the Pecos River. *[She makes a gun of her hand and "shoots" the moose head]* You know how hot it is, Mandy?

MANDY. *[She thinks]* It's so hot the birds don't fly. They take taxis.

FLO. It's so hot the plastic plants in front of Zimmerman's Cafe are begging for water.

MANDY. Let's—

FLO. *[Cutting her off]* So hot the statue of General Pershing down at the corner is wearing dark glasses...and so is his horse.

MANDY. And so are the pigeons.

FLO. You saw them too? *[She turns quickly and "shoots" the moose head]* Gotcha. Don't like man nor beast sneaking up behind me. *[She fires again]*

MANDY. You've been dipping into your Zane Grey set again, haven't you?

FLO. How can you tell?

MANDY. A little bird told me.

FLO. Travels by taxi when it's hot?

MANDY. That's the one. Can we get serious now?

FLO. Sure enough, pa'dner.

MANDY. Flo, you've got a job this morning. Those baseball cards we've had for years. I told you we'd get a good price on them. Mr. Bartoldi. He's buying them for his son. He wants us to deliver them this morning. That's your job. I've got some things to see to. And would you mind getting out of that outfit?

FLO. *[She hangs her hat over the moose head, covering its eyes]* Cain't stand to undress in front of people. *[She takes her gun belt off and sets it on a table]*

MANDY. *[She takes a large envelope out of a showcase and looks in it]* He'll pay three hundred plus tax. You remember Mr. Bartoldi, don't you? *[She hands the envelope to Flo]*

FLO. Big man. Cuts hair in a barber shop in the next block. I could track him down with my eyes closed. *[She pretends to cover her eyes as she goes out the front door]*

[MANDY goes to a table and takes a set of dishes from a box. With a rag she starts dusting and cleaning them. Her back is to the front door. A young man, JOE, about 17, comes in carrying a small canvas bag. He looks around, sees that Mandy is alone. He pulls a gun from the bag and sets the bag on a chair near the door. He points the gun at Mandy]

JOE. *[Hesitantly]* Ma'am. *[Mandy doesn't hear and continues wiping dishes]* Ma'am. *[Mandy still doesn't hear. JOE shakes the thong with the bells and MANDY turns around, expecting a customer, showing surprise at seeing the boy and the gun]* Your cash and your valuables or your life, lady. *[MANDY stares at him calmly]* Did you hear me or are you deaf?

MANDY. I hear you quite well, young man. You should be ashamed. You want money? Okay. Go out and earn it like everyone else. *[She continues wiping the dishes]*

JOE. Where? Just tell me where. Certainly not around here.

[A woman, MABEL, is standing outside the doorway behind Joe. MANDY sees her but JOE can't see her yet]

MANDY. Put that gun away!

JOE. Not on your life.

MANDY. Then hide it. Someone's about to come in. *[JOE hesitates]* You don't want to get involved with more people now. *[She grabs a broom from the wall and thrusts it into his hands]* This is your cover. Use it. *[JOE hides the gun behind his back with one hand and tries to push the broom with the other hand. MANDY picks up her watering can and starts to water the plants again]*