

Wizard Of Oz

Junior Script

by

Steve Titford

Ideal Cast Size **60-175**

Speaking Roles **11-175**

Minimum Cast Size **11**

Duration (minutes) **60-95**

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CONTENTS

Cast List	4
Full Cast List By Number Of Lines.....	6
Cast List With Bonus Scenes Removed.....	11
Minimum Cast List With Bonus Scenes (16 Actors).....	13
Minimum Cast List With Bonus Scenes Removed (11 Actors).....	14
Characters In Each Scene.....	15
List Of Properties	17
Production Notes.....	19
Scene One: Prologue	28
Track 1: Music - Overture	28
Track 2: Song - Wonderful Wizard Time	28
Track 3: Music - Wonderful Wizard Time (Play-Off).....	30
Scene Two: Kansas - Dorothy's House	30
Track 4: Music - Dorothy's House.....	30
Track 5: Music - Dorothy And Toto Playing.....	31
Track 6: Song - Nothing Much Happens In Kansas	31
Track 7: SFX And Song - Twister To Oz	32
Scene Three: Oz - Munchkin Country	34
Track 8: Music - Munchkin Country	34
Bonus Scene: Curious Munchkins	35
Track 9: SFX & Music – Door To A New Land.....	36
Track 10: Music - Toto Stands Up	37
Track 11: Music - Munchkin Montage	37
Track 12: Song - Yellow Road	39
Track 13: Music - Yellow Road (Play-Off).....	40
Scene Four: The Wicked Witch Of The West's Laboratory	40
Track 14: Music - The Wicked Witch Of The West's Laboratory.....	40
Track 15: Music - Ominous Stings	42
Track 16: Song - Wicked Witch	44
Track 17: Music - Wicked Witch (Play-Off)	45
Scene Five: The Cornfield	45
Track 18: Music - The Cornfield.....	45
Bonus Scene: Conniving Crows.....	46
Track 19: Music - Conniving Crows	46
Track 20: Music And Songlet - Corn Theft	48
Track 21: Song - Scarecrow 2.0.....	50
Track 22: Music - Scarecrow 2.0 (Play-Off)	50

Scene Six:	The Yellow Road Next To The Forest.....	51
Track 23:	Music - The Yellow Road Next To The Forest	51
Bonus Scene:	The Technicians	51
Track 24:	Music - The Technicians	51
Track 25:	SFX - Leaves Rustling	53
Track 26:	SFX - Birds Singing.....	53
Track 27:	SFX - Watch Beeping	54
Track 28:	Music - The Technicians Exit	55
Track 29:	SFX - Tin Man Creaks	55
Track 30:	Song - Tin Man 2.0	56
Track 31:	Music - Tin Man 2.0 Play-Off	57
Scene Seven:	The Yellow Road Through The Forest.....	58
Track 32:	Music - The Yellow Road Through The Forest	58
Bonus Scene:	Animals In The Forest.....	58
Track 33:	Music - Animals In The Forest	58
Track 34:	Music - Tiptoeing 1.....	59
Track 35:	Music - Tiptoeing 2.....	60
Track 36:	Music - Tiptoeing 3.....	60
Track 37:	Music - Tiptoeing 4.....	60
Track 38:	Music - Scared Animals	61
Track 39:	Song - Lion 2.0	64
Track 40:	Music - Lion 2.0 (Play-Off)	65
Scene Eight:	Field In Front Of Emerald City	65
Track 41:	Music - Field In Front Of Emerald City	65
Scene Nine:	Emerald City Entrance	67
Track 42:	Music - Emerald City Entrance	67
Bonus Scene:	Emerald City Conversations	67
Track 43:	Song - Emerald City	70
Track 44:	Music - Emerald City (Play-Off)	71
Scene Ten:	The Wizard's Throne Room	72
Track 45:	Music - Approaching The Wizard's Throne Room.....	72
Track 46:	SFX & Music - Entering The Throne Room.....	72
Track 47:	SFX & Music - The Wizard Speaks.....	72
Scene Eleven:	The Wilderness In The West/The Witch's Laboratory	75
Track 48:	Music - The Wilderness In The West	75
Track 49:	SFX & Music - Crows.....	75
Track 50:	SFX & Music - Bees.....	76
Track 51:	SFX & Music - Winged Monkeys.....	77
Scene Twelve:	The Witch's Laboratory	78

Track 52:	Songlet - Wicked Witch (Reprise)	78
Track 53:	SFX & Music - Friends To The Rescue.....	79
Track 54:	Music - The Witch Discovers The Companions	80
Track 55:	SFX & Music - The Witch Closes In	80
Track 56:	SFX & Music - Roaring And Dissolving.....	81
Scene Thirteen:	The Wizard's Throne Room	82
Track 57:	Music & SFX - Back In The Wizard's Throne Room	82
Track 58:	SFX - Lion Roars At Wizard	82
Track 59:	SFX & Recorded Dialogue - Wizard Malfunctions.....	82
Track 60:	SFX & Music - Glinda Enters	84
Track 61:	Song - Inner Wizard	85
Track 62:	Music - Needing The Journey	86
Scene Fourteen:	Emerald City Centre	87
Track 63:	Music - Time To Celebrate.....	87
Track 64:	Song - Without Wickedness	87
Track 65:	Song - Return To Kansas	89
Scene Fifteen:	Kansas - A Prairie.....	90
Track 66:	Music & SFX - A Prairie	90
Track 67:	Song - Everything's Perfect In Kansas	91
Track 68:	Song - Everyone Matters	91
Track 69:	Song - Without Wickedness (Curtain Calls)	92
Track 70:	Song - Wonderful Wizard Time (Final Play-Off)	93
Photocopiable Lyrics		94

CAST LIST

N.B. In the following list, the bracketed number shows the number of spoken lines each role has. An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.

Storytellers

Baum (Reading) (34)
Frank (Reading) (39)
Lyman (Reading) (41)

Kansas

*Dorothy (35)
*Toto (35)
Aunt Em (1)
Uncle Henry (3)

Companions

*Scarecrow (30)
*Tin Man (19)
*Lion (31)

Good Ozzians

Glinda (10)
*Gladys (11)
*Oz (14)

Munchkins

Bick (9)
Arlo (3)
Brio (2)
Bex (1)
Cato (1)
Dara (1)
Enzo (1)
Fren (1)
Gale (1)
Halo (1)
Isen (1)

Munchkins Cont'd

Kest (1)
Luma (1)
Pax (1)
Qira (1)
Rune (1)
Syl (1)
Tavi (1)
Uri (1)
Vesper (1)
Wex (1)
Xara (1)
Yori (1)
Zane (1)
Aeri (1)
Del (1)
Miren (1)
Nyx (1)
Orin (1)

Guardians

Head Guardian (3)
Guardian 1 (6)
Guardian 2 (4)
Guardian 3 (6)
Guardian 4 (5)
Guardian 5 (1)
Guardian 6 (1)
Guardian 7 (1)
Guardian 8 (1)
Guardian 9 (1)
Guardian 10 (1)
Guardian 11 (2)
Guardian 12 (1)

Main Villain

Witch (35)

Villain Monkeys

Snare (Committee) (2)
Vex (Committee) (1)
Kex (Committee) (1)
Nox (Committee) (1)
Hex (Committee) (1)
Tarn (Committee) (1)
Zed (Committee) (1)
Vorn (Scattered) (1)
Lux (Scattered) (1)
Brox (Scattered) (1)
Rook (Scattered) (1)
Jynx (Scattered) (1)
Fenn (Scattered) (1)
Zirk (Scattered) (1)
Kord (Scattered) (1)
Nyxy (Scattered) (1)

Villain Crows

Cheryl (3)
Russell (3)
Caw-Loseum (2)
Caw-Glamari (1)
Caw-Pone (1)
Caw-Lone (1)
Caw-Rano (1)
Caw-Sino (1)
Caw-Maró (1)
Caw-Vino (1)
Caw-Lino (1)

Villain Crows Cont'd

Caw-Rini	(1)
Caw-Bano	(1)
Caw-Nelli	(1)
Caw-Lazzo	(1)
Caw-Nero	(1)
Caw-Tello	(1)
Caw-Sano	(1)
Caw-Rossi	(1)
Caw-Dini	(1)
Caw-Fetti	(1)
Caw-Tini	(1)
Caw-Velli	(1)
Caw-Monty	(1)
Caw-Ricci	(1)
Caw-Bello	(1)
Caw-Vette	(1)
Caw-Piano	(1)

Paper Sellers

Paper Seller 1	(1)
Paper Seller 2	(1)
Paper Seller 3	(1)
Paper Seller 4	(1)
Paper Seller 5	(1)
Paper Seller 6	(1)
Paper Seller 7	(1)
Paper Seller 8	(1)
Paper Seller 9	(1)
Paper Seller 10	(1)

Stall Holders

Stall Holder 1	(1)
Stall Holder 2	(1)
Stall Holder 3	(1)
Stall Holder 4	(1)

Technicians

Jamie	(8)
Sam	(3)
Morgan	(3)
Alex	(2)
Casey	(2)
Taylor	(2)
Riley	(2)
Jordan	(2)
Parker	(2)
Micah	(1)
Sage	(1)
Lane	(1)
Remy	(1)
Arlos	(1)
Jules	(1)
Robin	(1)
Emery	(1)
Indy	(1)
Ellis	(1)
Devon	(1)
Finn	(1)
Rowan	(1)
Harper	(1)
Blake	(1)
Quinn	(1)
Jess	(1)
Avery	(1)
Kai	(1)
Lex	(1)
Noah	(1)
Reese	(1)

Forest Creatures

Mr Squirrel	(2)
Mrs Squirrel	(1)
Mrs Rabbit	(1)
Mr Rabbit	(1)
Girl Rabbit	(1)
Boy Rabbit	(1)
Mr Deer	(1)
Mrs Deer	(1)
Wildcat	(1)
Mrs Owl	(1)
Mr Owl	(1)
Girl Owl	(1)
Boy Owl	(1)
Chicken	(1)
Mr Raccoon	(1)
Mrs Raccoon	(1)
Fox	(1)
Mr Badger	(1)
Mrs Badger	(1)
Hedgehog	(1)
Mrs Ferret	(1)
Mr Ferret	(1)
Otter	(1)
Mrs Stoat	(1)
Mr Stoat	(1)
Mrs Martin	(1)
Mr Martin	(1)
Mule	(1)
Goat	(1)
Mrs Horse	(1)
Mr Horse	(1)

N.B. In addition to the characters listed above, a chorus of non-speaking Bees, Crows, Citizens, Minion Monkeys and Munchkins will be required.

FULL CAST LIST BY NUMBER OF LINES

N.B. In the following list, the number shows how many spoken lines each role has. An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.

Lyman (Reading)	41
Frank (Reading).....	39
Witch.....	35
Baum (Reading)	34
*Toto	35
*Dorothy.....	35
*Lion	31
*Scarecrow	30
*Tin Man	19
*Oz	14
Glinda	10
Bick.....	9
*Gladys.....	11
Jamie	8
Guardian 3.....	6
Guardian 1	6
Guardian 2.....	4
Guardian 4.....	5
Head Guardian	3
Uncle Henry.....	3
Arlo	3
Cheryl	3
Russell.....	3
Sam	3
Morgan	3
Guardian 11	3
Brio	2
Snare.....	2
Alex	2
Casey	2
Taylor.....	2
Caw-Loseum	2
Jordan.....	2
Riley.....	2
Parker.....	2

Aunt Em.....	1
Bex	1
Cato.....	1
Dara.....	1
Enzo	1
Fren	1
Gale.....	1
Halo	1
Isen.....	1
Kest	1
Luma.....	1
Pax	1
Qira.....	1
Rune.....	1
Syl	1
Tavi	1
Uri.....	1
Vesper	1
Wex	1
Xara.....	1
Yori	1
Zane	1
Aeri.....	1
Del	1
Miren.....	1
Nyx	1
Orin.....	1
Guardian 5.....	1
Guardian 6.....	1
Guardian 7.....	1
Guardian 8.....	1
Guardian 9.....	1
Guardian 10.....	1
Guardian 12.....	1
Vex	1
Kex	1
Vorn	1
Lux.....	1
Brox	1

Nox	1
Hex	1
Rook	1
Jynx	1
Fenn	1
Zirk	1
Kord	1
Nyxy.....	1
Tarn	1
Zed	1
Caw-Glamari.....	1
Caw-Pone.....	1
Caw-Lone	1
Caw-Rano.....	1
Caw-Sino	1
Caw-Maró	1
Caw-Vino	1
Caw-Lino	1
Caw-Rini	1
Caw-Bano.....	1
Caw-Nelli	1
Caw-Lazzo.....	1
Caw-Nero	1
Caw-Tello.....	1
Caw-Sano.....	1
Caw-Rossi	1
Caw-Dini	1
Caw-Fetti	1
Caw-Tini	1
Caw-Velli.....	1
Caw-Monty	1
Caw-Ricci	1
Caw-Bello	1
Caw-Vette	1
Caw-Piano	1
Paper Seller 1	1
Paper Seller 2.....	1
Paper Seller 3.....	1
Paper Seller 4.....	1

Paper Seller 5.....	1
Paper Seller 6.....	1
Paper Seller 7.....	1
Paper Seller 8.....	1
Paper Seller 9.....	1
Paper Seller 10.....	1
Stall Holder 1.....	1
Stall Holder 2.....	1
Stall Holder 3.....	1
Stall Holder 4.....	1
Micah.....	1
Sage.....	1
Lane.....	1
Remy.....	1
Arlos.....	1
Jules.....	1
Robin.....	1
Emery.....	1
Indy.....	1
Ellis.....	1
Devon.....	1
Finn.....	1
Rowan.....	1
Harper.....	1
Blake.....	1
Quinn.....	1
Jess.....	1
Avery.....	1
Kai.....	1
Lex.....	1
Noah.....	1
Reese.....	1
Mrs Rabbit.....	1
Mr Rabbit.....	1
Girl Rabbit.....	1
Boy Rabbit.....	1
Mr Deer.....	1
Mrs Deer.....	1
Wildcat.....	1

Mrs Owl	1
Mr Owl	1
Girl Owl.....	1
Boy Owl	1
Mr Squirrel	1
Mrs Squirrel	1
Chicken.....	1
Mr Raccoon	1
Mrs Raccoon	1
Fox	1
Mr Badger.....	1
Mrs Badger	1
Hedgehog.....	1
Mrs Ferret.....	1
Mr Ferret.....	1
Otter.....	1
Mrs Stoat	1
Mr Stoat	1
Mrs Martin.....	1
Mr Martin	1
Mule.....	1
Goat.....	1
Mrs Horse	1
Mr Horse.....	1

N.B. In addition to the characters listed above, a chorus of non-speaking Bees, Crows, Citizens, Minion Monkeys and Munchkins will be required.

CAST LIST WITH BONUS SCENES REMOVED

N.B. In the following list, the number shows the number of spoken lines each role has. An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.

Lyman (Reading)	41
Frank (Reading).....	39
Witch.....	35
*Dorothy.....	35
*Toto	35
Baum (Reading)	34
*Lion	26
*Scarecrow	23
*Tin Man	19
*Oz	14
*Gladys.....	11
Glinda	9
Guardian 4.....	5
Guardian 1.....	5
Guardian 3.....	4
Uncle Henry.....	3
Guardian 2.....	3
Head Guardian	2
Bick.....	2
Snare	2
Arlo	1
Aunt Em.....	1
Vex	1
Kex	1
Vorn	1
Lux.....	1
Brox	1
Nox	1
Hex	1
Rook	1
Jynx	1
Fenn	1
Zirk	1
Kord	1

Nyxy.....	1
Tarn	1
Zed	1
Paper Seller 1	1
Paper Seller 2.....	1
Stall Holder 1	1
Stall Holder 2	1
Stall Holder 3	1
Stall Holder 4	1

N.B. In addition to the characters listed above, a chorus of non-speaking Bees, Citizens, Minion Monkeys and Munchkins will be required.

MINIMUM CAST LIST WITH BONUS SCENES (16 ACTORS)

N.B. In the following list, the number shows the number of spoken lines each role has. An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.

Character	Also Plays	Number of Combined Lines
Lyman (Reading)	Frank & Baum (Reading)	114
Witch.....	*Gladys, Glinda & Aunt Em.....	57
*Lion		31
*Toto		35
*Dorothy.....		35
*Scarecrow		30
*Tin Man		19
*Oz	Uncle Henry	17

To keep things really simple, the following characters could be played by eight different actors, simply by dividing the lines in each of their respective scenes equally between them. For example: -

- 4 actors play multiple Munchkins, Crows, Forest Animals and Bees
- 4 actors play multiple Villain Monkeys, Technicians and Guardians.

See below for the best suggestions on how to achieve this: -

Actor 1	Arlo Munchkin, Russell Crow, Rabbit & Bee 1	22
Actor 2	Bex Munchkin, Cheryl Crow, Deer & Bee 2.....	19
Actor 3	Cato Munchkin, Caw-Loseum, Wildcat & Bee 3.....	18
Actor 4	Bick Munchkin, Caw-Glamari, Owl & Bee 4	18
Actor 5	Snare Monkey, Jamie Technician & Guardian 1	20
Actor 6	Vex Monkey, Alex Technician & Guardian 2	17
Actor 7	Kex Monkey, Sam Technician & Guardian 3.....	17
Actor 8	Vorn Monkey, Jordan Technician & Guardian 4.....	13

N.B. In addition to the characters listed above, a chorus of non-speaking Bees, Crows, Citizens, Minion Monkeys and Munchkins will be required.

MINIMUM CAST LIST WITH BONUS SCENES REMOVED (11 ACTORS)

N.B. In the following list, the number shows the number of spoken lines each role has. An asterisk (*) before the character's name indicates that this character ALSO has solo or featured sung lines.

Character	Also Plays	Number of Combined Lines
Lyman.....	Frank & Baum (Reading).....	114
Witch.....	*Gladys, Glinda & Aunt Em	57
*Toto		35
*Dorothy.....		35
*Oz	Uncle Henry, Vex, Vorn, Brox, Nox, Rook, Jynx, Zirk, Tarn & Snare	27
*Lion		26
*Scarecrow	Vesper & Del	25
*Tin Man		19
Bick.....	Head Guardian, Guardian 1, Guardian 2 & Russell.....	14
Arlo	Bex, Guardian 3, Guardian 4 & Queen Bee	11
Kex	Lux, Hex, Fenn, Kord & Zed.....	7

N.B. In addition to the characters listed above, a chorus of non-speaking Bees, Crows, Citizens, Minion Monkeys and Munchkins will be required.

CHARACTERS IN EACH SCENE**Scene One**

Lyman
 Frank
 Baum
 Dororthy
 Toto
 Uncle Henry
 Aunt Em
 Scarecrow
 Tin Man
 Lion
 Witch
 Oz
 Gladys
 Glinda
 Chorus for Song

Scene Two

Lyman
 Frank
 Baum
 Dorothy
 Toto
 Aunt Em
 Uncle Henry
 Choir for Song

Scene Three

Lyman
 Frank
 Baum
 Munchkins

Bonus Scene One

Munchkins

Scene Three Contd.

Dorothy
 Toto
 Gladys
 Chorus for Song

Scene Four

Witch
 Monkeys
 Lyman
 Frank
 Baum
 Chorus for Song

Scene Five

Scarecrow
 Lyman
 Frank
 Baum

Bonus Scene Two

Crows

Scene Five Contd.

Dorothy
 Toto

Scene Six

Tin Man
 Lyman
 Frank
 Baum

Bonus Scene Three

Technicians

Scene Six Contd.

Dorothy
 Toto
 Scarecrow

Scene Seven

Lyman
 Frank
 Baum

Bonus Scene Four

Lion
 Forest Animals

Scene Seven Contd.

Dorothy
 Toto
 Scarecrow
 Tin Man

Scene Eight

Dorothy
 Toto
 Scarecrow
 Tin Man
 Lion
 Lyman
 Frank
 Baum

Scene Nine

Guardians
 Stall Holders
 Newspaper Sellers
 Citizens

Bonus Scene Five

Guardians
Stall Holders
Newspaper Sellers
Citizens

Scene Nine Contd.

Dorothy
Toto
Scarecrow
Tin Man
Lion
Chorus for Song

Scene Ten

Lyman
Frank
Baum
Dorothy
Toto
Scarecrow
Tin Man
Lion
Wizard (Recorded Voice)

Scene Eleven

Dorothy
Toto
Scarecrow
Tin Man
Lion
Lyman
Frank
Baum
Witch
Russell
Crows
Queen Bee
Bees
Vex
Monkeys

Scene Twelve

Witch
Dorothy
Monkeys
Chorus for Song
Lyman
Frank
Baum
Toto
Scarecrow
Tin Man
Lion

Scene Thirteen

Oz
Dorothy
Toto
Scarecrow
Tin Man
Lion
Wizard (Recorded Voice)
Glinda
Chorus for Song
Guardians (Dance)

Scene Fourteen

Lyman
Frank
Baum
Dorothy
Toto
Scarecrow
Tin Man
Lion
Glinda
Citizens
Soloists 1-6
Chorus for Song

Scene Fifteen

Dorothy
Toto
Aunt Em
Uncle Henry
Lyman
Frank
Baum
Chorus for Song
Entire Principal Cast
Remaining Cast

LIST OF PROPERTIES

Scene One

No Properties Required

Scene Two

Kitchen Table..... Stage Prop
 Feather Duster..... Placed on Table
 Photo of Dorothy and Toto..... Placed on Table
 Large Sheets of Stiff CardStage Technicians
 Tumble WeedStage Technicians
 Fog Machine or Aerosol (If available) Stage Prop

Scene Three and Bonus Scene

Raised Porch Stage Prop
 Witch's Legs Wearing Silver Boots..... Stage Prop
 Rucksack Containing SuppliesBrio

Scene Four

Table with Test Tubes and Potions in Flasks Stage Prop
 Table with Scattered Books Stage Prop
 Cauldron Stage Prop
 Telescope Witch
 Whistle..... Witch

Scene Five and Bonus Scene

Wooden Post..... Stage Prop
 Corn Stems..... Stage Prop
 Oversized Binoculars (Bonus Scene Only)..... Caw-Burette

Scene Six and Bonus Scene

Small Oil Can with Rag on Top..... Stage Prop
 Clipboards and Pencils (Bonus Scene Only).....Jamie and Supervisors
 Stage Mic (Bonus Scene Only)..... Casey
 Watch (Bonus Scene Only)Avery

Scene Seven and Bonus Scene

No Properties Required

Scene Eight

No Properties Required

Scene Nine and Bonus Scene

Inspection Table	Stage Prop
Markets Stalls	Stage Props
Newspapers.....	Newspaper Sellers
Large Poster of a Green Sports Car (Bonus Scene Only)	Stall Holder 1
Green Clothes on Hangers (Bonus Scene Only)	Stall Holder 2
Oversized Glasses with Green Lenses (Bonus Scene Only).....	Stall Holder 3
Large Bucket of Green Popcorn (Bonus Scene Only)	Stall Holder 4
Binoculars (Bonus Scene Only).....	Guardian 11
Loose Items/Belongings	Companions

Scene Ten

Folding Screen	Stage Prop
Giant Wizard Head (If not using Digital Backdrops).....	Stage Prop

Scene Eleven

Telescope	Witch
Whistle.....	Witch

Scene Twelve

Table with Test Tubes and Potions in Flasks	Stage Prop
Telescope	Placed on Table
Large Pair of Fake Scissors.....	Placed on Table
Large Rope.....	Monkeys
Chair.....	Monkeys
Large Flask Labelled 'Organic Dissolution Solution'	Witch

Scene Thirteen

Folding Screen	Stage Prop
Giant Wizard Head (If not using Digital Backdrops).....	Stage Prop
Telescope	Dorothy
Large Remote Control Hanging from Neck Strap	Oz

Scene Fourteen

Old Shoes.....	Dorothy
----------------	---------

Scene Fifteen

No Properties Required

PRODUCTION NOTES

MUSICLINE'S WELCOME

Thank you for purchasing 'Wizard Of Oz'. Our team has worked really hard to create a musical which we hope your company and audience will thoroughly enjoy!

Fun is the biggest reason for creating this musical! We had lots of fun making it, and we want everyone to be in on it. The snappy script crackles with comedic moments, a pacy plot, and many lovable characters. The songs have been specifically produced to be appealing to all ages and a breeze to teach.

Everyone can join in, - be they a confident performer, a keen beginner or part of the backstage team. Plenty of singing, speaking and non-speaking parts, form an adaptable cast list. The plot allows for your production to be as simple or as ambitious as you want it to be, whether you are performing in a state-of-the-art theatre or the most basic of school halls. A computer and an enthusiastic team are the only minimum requirements! In its original form, 'Wizard Of Oz' can be staged by any primary school, academy or theatre group with every pupil involved, regardless of ability.

Support is here to assist you. 'Wizard Of Oz' has been assembled by a group of knowledgeable and highly dedicated specialists in performing arts and education. In other words, we understand what you're going through! We've used our collective experience to make staging the show as simple, and as enjoyable, as possible. In addition to this, our helpful staff are available to answer any queries you may have.

Free time-saving resources are included, and extra resources are available for purchase to help you.

We wish you a successful show and a great time!

RUNTIME

In its original, unabridged form, the estimated runtime of the show is 90 - 100 minutes. With the methods detailed below, it is possible to reduce the runtime to as little as 55 minutes.

We have been very generous with the duration of the music during scene changes to allow for any technical delays that might occur. In reality, much of the scene change music can be faded out early to reduce the show's overall runtime.

REDUCING RUNTIME AND SONG SOLOS

These are the main methods for significantly reducing overall runtime:

1. Shortening or cutting bonus scenes

These scenes do not affect the plot, allowing you to truncate the dialogue (and reduce the amount of actors), or remove the scenes completely. This can reduce the overall runtime by an estimated 15 - 20 minutes.

2. Cutting solo songs

We recommend that you keep as many of the solo, sung moments as possible, but understand that it might be necessary to remove some of them - either due to time constraints or due to not having enough confident, solo singers. Thankfully, most of the sung solos can either be reassigned to the choir, or removed completely, without disrupting the narrative too much. Depending on how many solos you cut, you may have to add small amounts of dialogue here and there so the scenes can still make sense.

The following solo songs can be cut, reducing the runtime by an estimated total of 10 - 15 minutes:

Nothing Much Happens In Kansas [3m 1s]

Scarecrow 2.0 [1m 41s]

Tin Man 2.0 [1m 44s]

Lion 2.0 [2m 4s]

(although we recommend keeping this as a bare minimum required solo song for the main characters)

Inner Wizard [2m 42s]

Everything's Perfect In Kansas [1m 33s]

By fully applying both methods, it is possible to reduce the show's overall runtime to an estimated 55 - 65 minutes.

CASTING

This is hugely flexible to accommodate **as few as 11** actors or an **infinite** number of actors with a mix of singing, speaking and non-speaking roles.

In its full original form, including the bonus scenes, the script includes lots of individual speaking roles – perfect for large casts! Many of these are only one line and are great for less confident performers.

The following cast reduction methods allow enough time for actors to change costumes between appearances.

MINIMUM CASTING (REMOVING BONUS SCENES)

If all the bonus scenes are omitted, and some actors play multiple roles, it is possible to stage the show with as few as 11 actors. An example of how to achieve this follows below:-

Singular roles:

- 4 actors play Dorothy, Toto, Tin Man and Lion.

Multiple roles:

- 1 actor plays all Storytellers - Lyman, Frank and Baum.
- 1 actor plays Aunt Em, Gladys, Witch and Glinda. Gladys' role can be merged into Glinda to reduce the number of costumes required.
- 1 actor plays Uncle Henry and a Winged Monkey merging the roles of Vex, Vorn, Brox, Nox, Rook, Jynx, Zirk, Tarn and Snare. This actor also plays Oz.
- 1 actor plays Bick (Munchkin), Russell (Crow), Head Guardian, Guardian 1 and Guardian 2 (Emerald City).
- 1 actor plays Arlo and Bex (Munchkins), Guardian 3 and Guardian 4 (Emerald City) and Queen Bee.
- 1 actor plays a Winged Monkey merging the roles of Kex, Lux, Hex, Fenn, Kord, and Zed.
- 1 actor plays the merged Munchkin roles of Vesper and Del, then plays Scarecrow.

MINIMUM CASTING (KEEPING BONUS SCENES)

If some actors play multiple roles, it is possible to stage the show with as few as 16 actors. An example of how to achieve this would be as described below:

Singular roles:

- 5 actors play Dorothy, Toto, Scarecrow, Tin Man and Lion.

Multiple roles:

- 1 actor plays all Storytellers - Lyman, Frank and Baum.
- 1 actor plays Aunt Em, Gladys, Witch and Glinda. Gladys' role can be merged into Glinda to reduce the number of costumes required.
- 1 actor plays Uncle Henry and Oz.
- Merge some multiple small roles in single scenes to reduce the number of Munchkins, Winged Monkeys, Crows, Technicians, Forest Animals and Guardians. For example:-
4 actors play multiple Munchkins, Crows, Forest Animals and Bees
4 actors play multiple Winged Monkeys, Technicians and Guardians.

COSTUMES

Inspiration for costumes for 'Wizard Of Oz' is abundant online! We have tried to curate what we think are the best ideas on our free, dedicated 'Wizard Of Oz' Pinterest Board. You don't need a Pinterest account to access this resource, and you can view it now at <https://pin.it/7xyWUUGkq>. We will continue to update this resource as new ideas come in.

As a general guide, try and use costumes that don't obscure your actors' faces. Also, bear in mind that some full-body animal costumes can get very hot and uncomfortable for actors if they are wearing them for the whole show. Makeup, headdresses and appropriately coloured clothes will suffice.

This musical is based on the original novel 'The Wonderful Wizard of Oz' by L. Frank Baum. In addition to our resources, we recommend the original illustrations by W. W. Denslow as a

reference. <https://publicdomainreview.org/collection/w-w-denslow-illustrations-wonderful-wizard-of-oz-1900/>.

You may wish to modernise the look of your version. Also, there are two differences from the novel in our version for staging purposes:

- Because our version has a country music flavour, we have silver cowboy boots instead of silver slippers!
- We suggest a cowboy hat for the Scarecrow.

SCENERY

Backdrops can be as simple or elaborate as you wish. However, for a very easy solution and fuss-free performance, instant scenery is now available with our digital backdrops: 'Project it!' provides a different backdrop for EVERY scene change and is supplied in both a PowerPoint presentation, and as individual JPG files.

For the throne room scenes, 'Project it!' provides two backdrops depicting the wizard's head - active and inactive. This is the simplest way to portray the giant wizard's head. However, more adventurous prop-makers may wish to make their own giant head! To assist with that, we also provide a throne room backdrop without the wizard's head.

PLACING AND REMOVING OF STAGE PROPS

We assume that any technicians in charge of 'Stage Props' (such as tables) will place them during the blackout at the beginning of each scene, then remove any remaining 'Stage Props' during the blackout at the end of each scene. These 'Stage Props' can be found in the 'List Of Properties' within this script.

MUSIC

All the music required to stage this production, including sound effects, can be found on the Backing Tracks album. A Vocal Tracks album is also available as a guide, and to enable the swift learning of songs. The Backing Tracks without Vocals are ideal to use in rehearsals and performances, and the score gives vast flexibility if you have the luxury of a live pianist. A great product called 'Sing it!' is also available. This download can help to teach all the songs to the children without any teacher input. Children can use it at school or at home. Think of the time it will save you! Most schools use it in class, on an interactive white board, or in the school hall on the overhead projector to allow full cast practice.

The songs (apart from a few solos) are designed to be performed with simple actions by the entire cast. The help of a separate 'Choir' is highly recommended. A good technique is to use any cast members who are not in the current scene to boost the number of singers in the choir. The choir should also be part of the show, performing the actions and any spoken dialogue marked 'ALL:'.

In case you don't have enough confident solo singers, the songs featuring soloists can be reassigned to the choir, or removed entirely, if need be.

For companies wishing to perform the show with a full live band, we include 'Xtra' Tracks in our free resources area on the 'Wizard Of Oz' page on our website. These contain the sound effects used in the show, which can be triggered as required. We also include 3 'Xtra' Backing Tracks, which facilitate live voice acting instead of using recorded dialogue in some scenes.

MUSIC PLAYBACK

The various sound effects and music tracks can easily be played from a computer, tablet, or smartphone. Every track ends with enough recorded silence to ensure that your operator has the time to press pause and prevent the next track from starting too soon. However, there are even easier options that we highly recommend exploring as outlined below: -

In our [Tech Tips](#) area, you'll find our most up-to-date advice on tablet, smartphone and computer playback for PC and Mac users, along with links to the best, free software available for these platforms. All of these utilise a method called 'non-continuous playback', where the device automatically pauses playback between tracks. This really does take the heat off your operator as they perform this vital, yet often overlooked, task!

GENERAL STAGECRAFT

Performing is an exciting aspect of staging a production and is rich with potential teaching fodder! Below, we've included some basic tips based on our own teaching experiences, which you may find useful. Of course, feel free to embellish these or use your own methods as you see fit!

Positions

To save time when blocking scenes (making sure that all the performers are in the right place), the stage directions in the script often refer to traditional stage positions. It will help if your cast and crew know these positions.

Backdrop		
Upstage Right	Upstage Centre	Upstage Left
Centre Right	Centre Stage	Centre Left
Downstage Right	Downstage Centre	Downstage Left
Audience		

Consider using tape to mark out the stage so your performers know where to stand. They should try and avoid standing in rows when acting to avoid a 'school assembly' look!

Delivery

It is essential that all performers deliver their lines clearly so that the audience can enjoy the story and the comedy. Performers should be encouraged to 'relax', 'breathe', 'leave gaps' and use 'big voices' to project their lines to the back of the audience. They should also be reminded to wait for any audience laughter, or applause, to quieten down before continuing the scene. Every performer should be encouraged to make the audience 'love' their character by giving an energetic and memorable performance!

Timing

Within the script dialogue, the punctuation and stage directions will help with the timing of the lines. Some of the dialogue is performed to music, in accordance with the stage directions. All of this particular dialogue is performed on the Vocal Tracks album and 'Learn it!' to provide examples of how it can be done.

Movement

We encourage the use of simple choreography to boost the energy of your cast's performance. For this, feel free to devise your own movement, – perhaps involving your cast in the choreographing process. 'Dance it!' is a great support for choreographing your production, available alongside the other learning tools.

Acting to Music and Sound Effects

For ultimate simplicity, all scenes can be performed without any of the accompanying music or sound effects, if you wish. However, we **highly recommend** using the audio tracks included in the [Backing Tracks](#) album to greatly enhance your show.

With a little practice, and by utilising our user-friendly tools, your cast can be massively enthused from acting to the audio tracks, making them feel like they are starring in a movie!

Learning these simple set pieces is similar to learning the songs and, in many cases, even easier! This is where our '[Learn it!](#)' tool comes into its own. 'Learn it!' is a complete audio read-through of the script and songs. Think of it as a thrilling audiobook that you can enjoy with your pupils whilst they learn their lines!

We have provided obvious audio cues on the Backing Tracks and Vocal Tracks albums for your cast and crew to time their dialogue and actions to. These cues are also clearly noted in the script.

Scenes with Recorded Dialogue

Both scenes that are set in the Wizard's Throne Room feature dialogue for the giant Wizard's head. By default, this dialogue is pre-recorded with the music on the Vocal Tracks and Backing Tracks albums. We also provide Backing Tracks with the Wizard's dialogue removed so that it can be performed live by a cast member. You'll find these in the free downloadable 'Xtra Tracks' in the resources area.

There is also a song called 'Emerald City' featuring a short rap by the as-yet-unseen Wizard. Again, this rap is recorded onto the Backing Tracks and Vocal Tracks with a loudspeaker effect. Should you wish to have a cast member perform the rap, we have included an 'Xtra' Track without the recorded rap.

SOUND

The show can be performed with nothing more than a media player and set of speakers. However, a good sound system, along with confident performances, will really help make an engaging atmosphere. Ideally, performers should be trained to speak and sing loud enough for the audience to hear them without microphones. This way, if you have the luxury of microphones, they will simply enhance the show rather than prop it up.

If solo microphones are available, they should be used by any solo singers. If you have a limited number of headset or lapel microphones, these should be allocated to the main speaking characters first.

A powerful set of speakers with a good bass response will allow the performers and audience to get into the show. The volume of the backing tracks and music should be as loud as possible, without overpowering the voices of the performers.

If possible, enlist the help of an experienced sound engineer.

LIGHTING

'Wizard Of Oz' can be performed with simple lighting. At the very least, simply switching your venue's lights off between scenes will suffice.

For those with the means to have more ambitious lighting, we have designed the show to be complimented by this.

PUBLICISING AND SHARING YOUR SHOW

This is an essential part of your production experience. To help you with this, we provide lots of helpful, high-resolution components in our [Free Resources](#) area that you can use to make posters, programmes, tickets, social media posts and video graphics, for example: -

- **Wizard Of Oz Logo**
Supplied with a transparent background for maximum flexibility.
- **Cover Graphic Portrait**
As used in our own promotional materials.
- **Main Character Group**
A group illustration of the characters that appear on the Cover Graphic Portrait. Supplied with a transparent background for maximum flexibility.
- **Main Illustration**
The illustration used in our Cover Graphic Portrait. Supplied separately, so you can resize it to your specific needs and add any text you want.

MAKING YOUR OWN LOGO AND CHARACTER ILLUSTRATIONS

We understand that schools sometimes like to involve pupils and staff in making their own, unique versions of publicity materials (as part of a school competition, for instance). This is absolutely fine by us at Musicline, whether or not you choose to use our original versions for inspiration. All we ask is that you do NOT change the title of the show. It should always appear on any printed or digital publicity material as '**Wizard Of Oz**' or, if there is sufficient space, '**Steve Titford's Wizard Of Oz**' to differentiate it from other adaptations.

CREDITING US

Normally, it is not compulsory to credit our personnel on any of your publicity materials. There are many people involved at our end in building the show, and it would be a long list to include! However, we do appreciate it when our writers are credited. For 'Wizard Of Oz', there are two versions of the main credits:-

- **Full writer credits** if you have the space. Please include the following line verbatim: Songs, music and script by Steve Titford. Additional songs and music by Les Titford.
- **Truncated writer credits** if you are short on space. Please include the following line verbatim: By Steve Titford.

If you are crediting any of *your* personnel for *written* material, then it **is compulsory** to credit the original writers of the show too, regardless of how much of the original material has been used or adapted. The best example of this would be:

Songs, music and script by Steve Titford. Additional songs and music by Les Titford.
Additional dialogue by *Writer's Name(s)*.

SHARING YOUR SHOW WITH POSTS

While we understand that some schools and theatre groups are limited by internal policies as to what they can share online, we *love* it when customers share posts of people enjoying our shows! Where we can, we like to respond with encouragement and congratulations, sometimes even with messages from the writers themselves! Please do follow our social media accounts, so that you can tag us in your posts.

Facebook <https://www.facebook.com/musiclinemusicals>

Instagram https://www.instagram.com/musicline_musicals/

YouTube <https://www.youtube.com/user/MusiclineMusicals/videos>

TikTok https://www.tiktok.com/@musicline_musicals

X <https://www.x.com/mlmusicals>

We also encourage the use of the hashtag **#OurRoadToOz** where possible, please. This may also help you exchange ideas with other schools and theatre groups who have recently, or are currently, working on the same musical.

The songs from 'Wizard Of Oz' are also available on all popular music streaming platforms, and are therefore searchable as 'sounds' for use within TikTok posts.

With all publicity and social media posts, we kindly remind you to observe Copyright Laws, particularly on video licensing. If you are unsure about any of these, you can visit our [Licensing Page](#) or [Contact Us](#) directly.

REVIEWING YOUR EXPERIENCE WITH US

Your feedback helps us make more, great musicals for you, and it helps us to improve existing ones.

We have been providing musicals to schools since 1990, so we have a lot of experience that we can call on to assist you. If you are having any difficulties with any aspect of your show, we encourage you to first check through these Production Notes. If you still have questions, then please do get in touch with our friendly support team, either by emailing sarah@musicline-ltd.com anytime, or by calling 01827 281 431 within UK office hours.

If you have time and would like to point out any ways in which you think we could improve this musical, please do email your thoughts to sarah@musicline-ltd.com.

Lastly, if you have enjoyed staging this musical, we would be very grateful if you could please leave us a public review, either on our [Product Page](#) for 'Wizard Of Oz' or on [Trustpilot](#), stating which musical you staged. This helps other schools and theatre groups with their decision making, and it helps us to continue building even better musicals.

FINALLY...

This show is designed to be uplifting, energetic, tongue-in-cheek and above all, enjoyable to take part in!

If there is anything you are not sure about, please ask; we're here to help. Although we have offered many suggestions, feel free to use your imagination and interpret the script in your own way. As long as you have fun, your audience will too!

Thank you very much for choosing this show, and we hope you enjoy staging 'Wizard Of Oz'.